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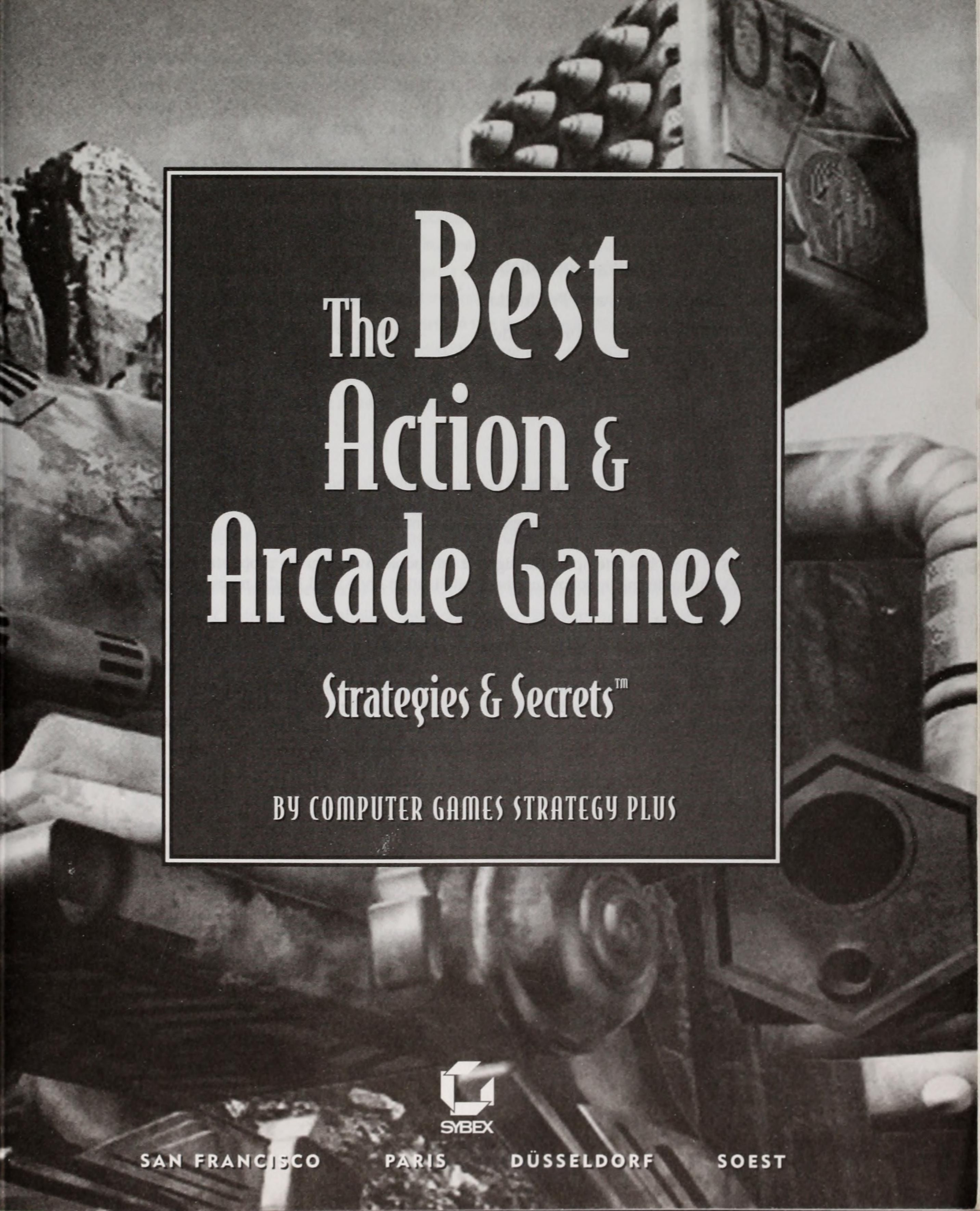

The Best Action & Arcade Games

Strategies & Secrets™

BY COMPUTER GAMES STRATEGY PLUS

SYBEX

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INTRODUCTION

The Best Action & Arcade Games Strategies & Secrets is a treasure chest for computer gamers. This combination book/CD/magazine subscription, specifically devoted to PC action and arcade gamers, is one of the best buys on the market today.

THE SUBSCRIPTION

This book/CD package includes a six-issue subscription to *COMPUTER GAMES Strategy Plus* magazine. **Send no money—your subscription is already paid**. To activate your subscription, simply tear out the form at the back of the book, fill it out, fold, seal, put a stamp on it, and mail it. (If you're already a subscriber, your subscription will be extended by six issues.)

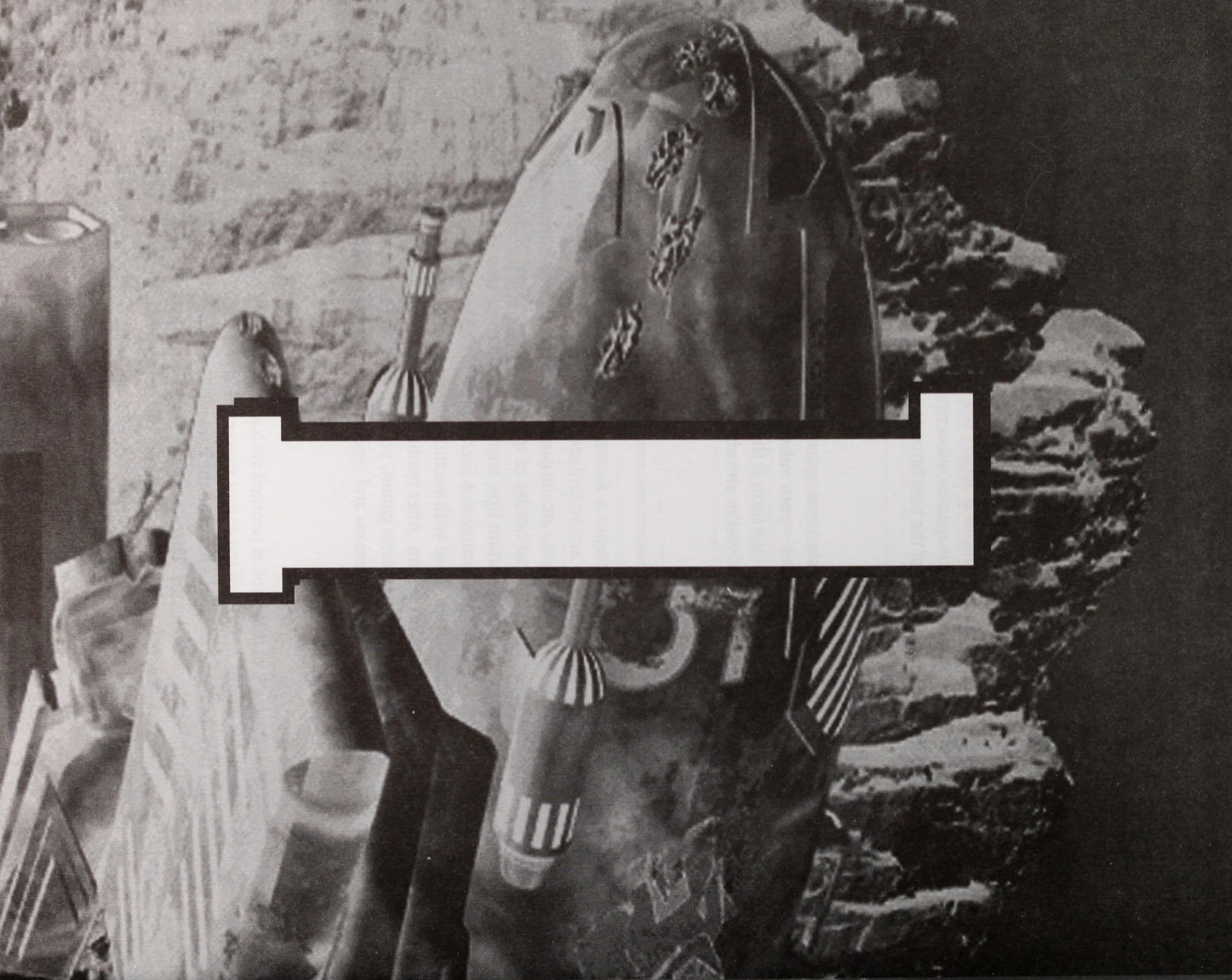
THE BOOK

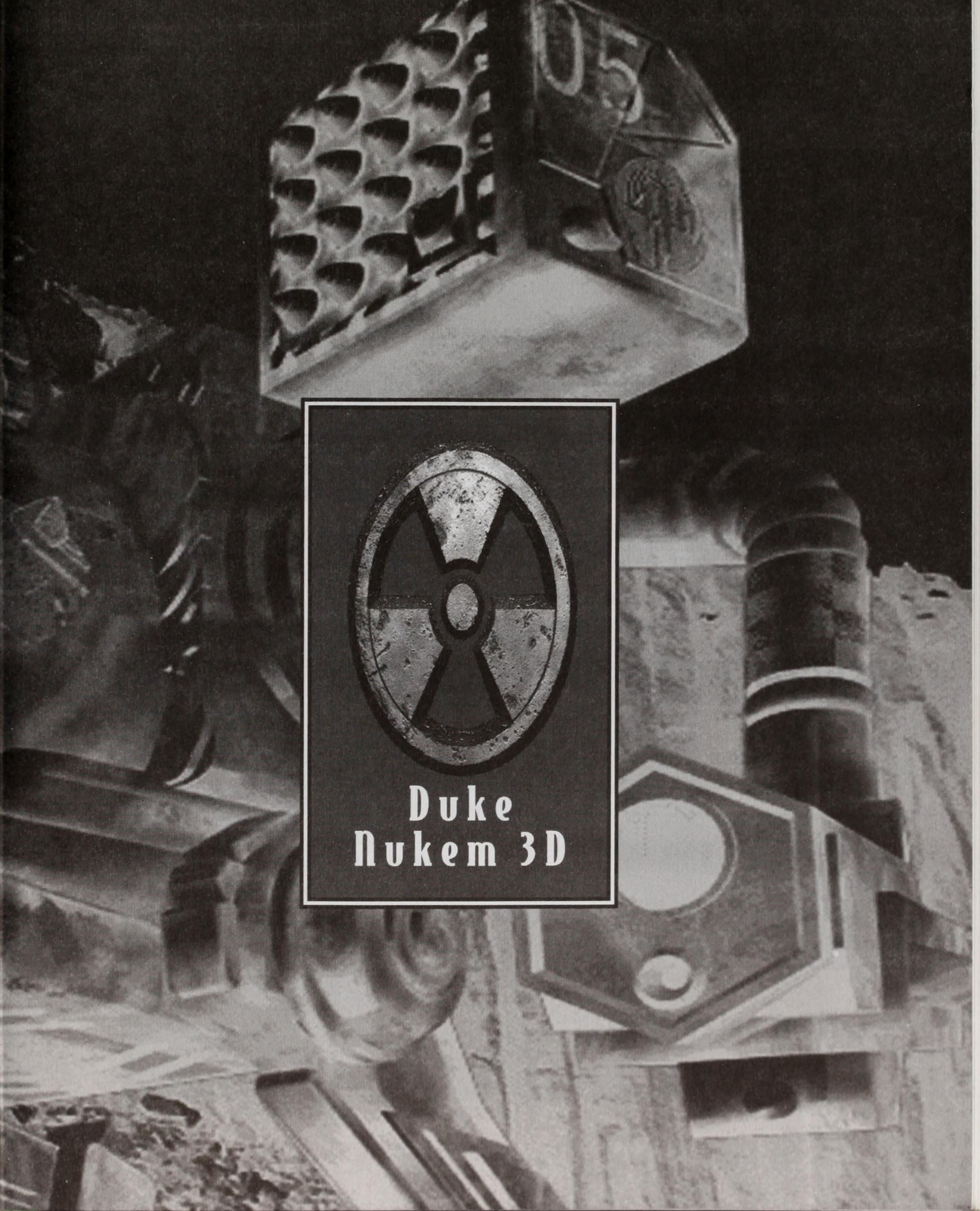
The Best Action & Arcade Games Strategies & Secrets is a compendium of hints, tips, and strategies on playing computer action/arcade games by some of the leading reporters covering today's world of action/arcade games—individuals who have tested their mettle thousands of times against hordes of mutants and pig cops. In this collection, they share with you the important tips; successful, and some unsuccessful.

The Best Action & Arcade Games Strategies & Secrets presents a liberal arrangement of action and arcade games, from those with exciting 3D environments to those that blend elements of magic and mysticism. After reading through the specific hints and tips in the chapters covering your favorite games, you will have all the strategy information you need to carry out your missions and conquer your on-screen enemies.

THE CD-ROM

The CD-ROM at the back of this book is jammed with a full 650 MB of playable game demos! It includes demos of most of the games presented in this book, *plus 18 additional demos* (see the back cover for a list of *all* the games). You'll find weeks of entertainment with these playable demos. There's nothing like seeing if you'll really *like* a game, before you fork over $50 or $60 for it. After you've mastered one of your favorite shooters, check out the CD and install a demo for another game that you always wanted to try out, like *Quake*, *Duke Nukem 3D*, *Descent*, *DOOM*, or . . .




Duke
Nukem 3D

Duke Nukem 3D blazes new trails in the 3D shoot-'em-up genre. Not only are its ominous futuristic levels chock full of evil, pitfalls, and plenty of secrets, but its Build engine provides an excellent platforzich many users can create their own spine-tingling environments. This chapter provides a comprehensive step-by-step guide to *Duke Nukem 3D*'s many secrets and hidden levels as well as a basic introduction to creating your own Nukem levels.

SECRET PLACES AND HIDDEN LEVELS

The full version of *Duke Nukem 3D* consists of twenty-eight levels spread across three episodes. In all three episodes, Earth is under siege by hordes of aliens who are unleashing their sinister plans to mine the planet for all of its natural resources and cocoon as much of the female population as possible. Humanity's fate does indeed look bleak, and it is up to Duke Nukem to once again save the day and single-handedly squelch the alien invasion before it's too late.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Duke Nukem 3D*.

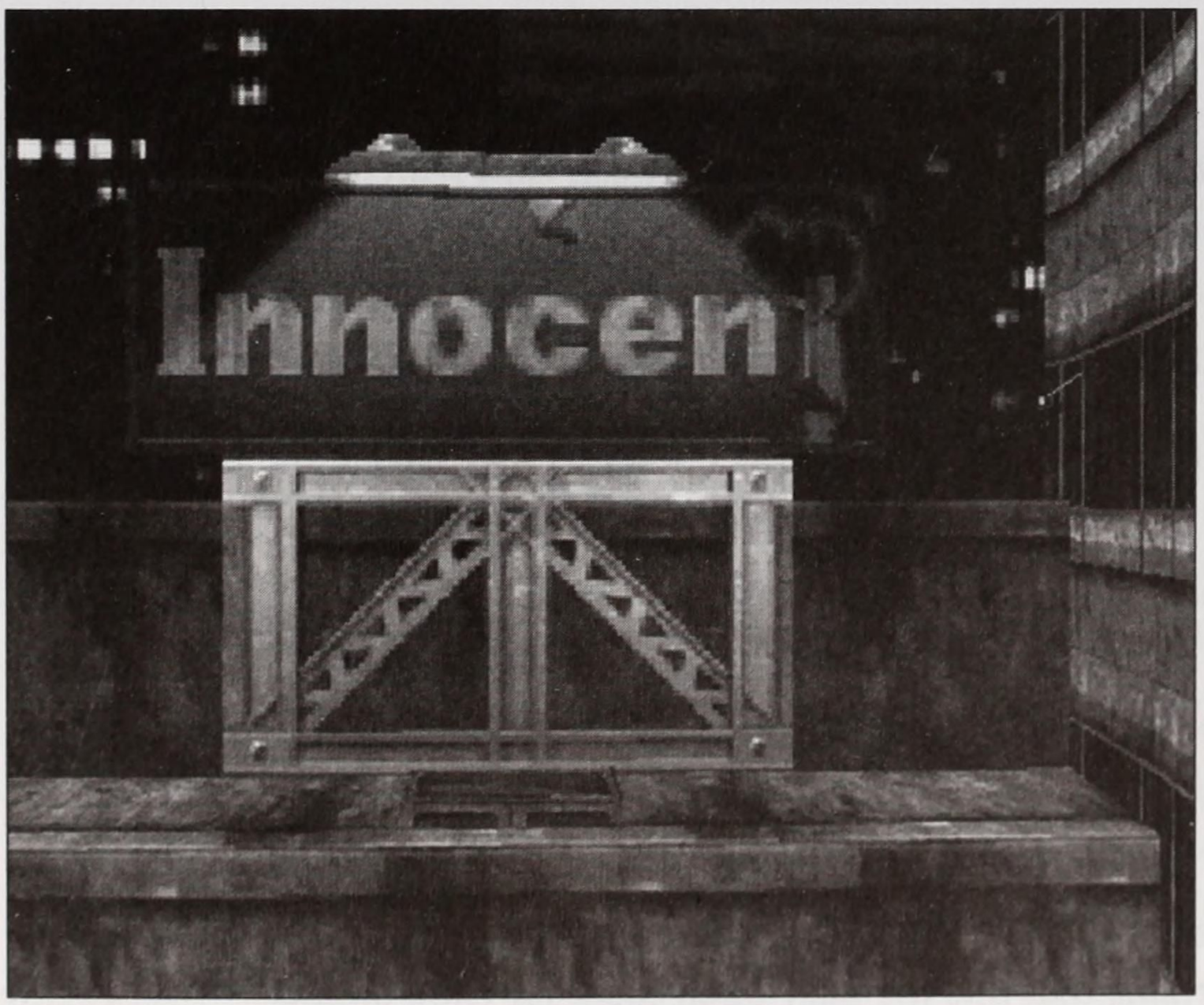
EPISODE ONE: L.A. MELTDOWN

The first episode, L.A. Meltdown, was originally released as the shareware version of the game. It consists of five levels and one secret level. In this episode, Duke's capsule

is blown out of the L.A. sky in the midst of a massive alien invasion of Earth. Duke is fortunate enough to have dropped safely to a skyscraper roof, where the apocalyptic L.A. streets serve as a 3D backdrop. From here he must embark on his dark journey to save Earth from being mined and pillaged by the waves of alien forces.

Hollywood Holocaust

1. Jump on the crate to the far right when first dropping down to the street, and then jump onto the sloped ledge. Move left and jump through the second window over. Steroids are hidden behind the Bimbo Poster.
2. Jump back out onto the sloped ledge, get a running start and jump to the ledge where you see the "Innocent" billboard. An RPG will rise up from a hidden place.
3. There are two ways to get to the Bachelor Pad just to the right of the cinema through the third floor window—you can just fly up with the



You'll need a running start to jump to this ledge.

jetpack or get on the ledge from the bridge to the exit and follow the ledge to the palm tree, and then jump on top of the palm and jump through the window. Here, you'll find a chaingun, an RPG, pipe bombs, and a shotgun.

4. Pressing the cash register in the snack bar will open a wall hiding armor to the upper right. Go beneath the gap and press the spacebar in that area until a lift carries you up.

5. Projection Booth Secret #1: Jumping on top of the movie projector opens up the wall on the dead end side of the booth, where you'll find an RPG.

6. Projection Booth Secret #2: This area is also accessible through the air duct grate in the bathroom, a room near the staircase and fire extinguisher has a hidden wall that will open when searched.

7. Use your RPG or a pipe bomb to widen the crack in the middle of the movie screen (once you've turned the projector on). Jump through the hole to find a jetpack and shotgun shells.

8. There is a secret compartment directly above the trash can that sits to the left of the elevator to the arcade containing night vision goggles and pipe bombs. To reach it, jump on the trash can, search the wall, then jump into the compartment.

Red Light District

1. Behind the bookstore counter, the corner ledge opposite the security monitor is a hidden enclave containing a holoduke.

2. In the bookstore, the section of the wall bookcase nearest the farthest aisle to the back opens to reveal pipe bombs and armor.

3. Going through the locked door near the bookstore counter, there is a dark passage to the right of the elevator, take it, turn left and follow it to the end where you'll find an atomic health unit guarded by a pig cop.

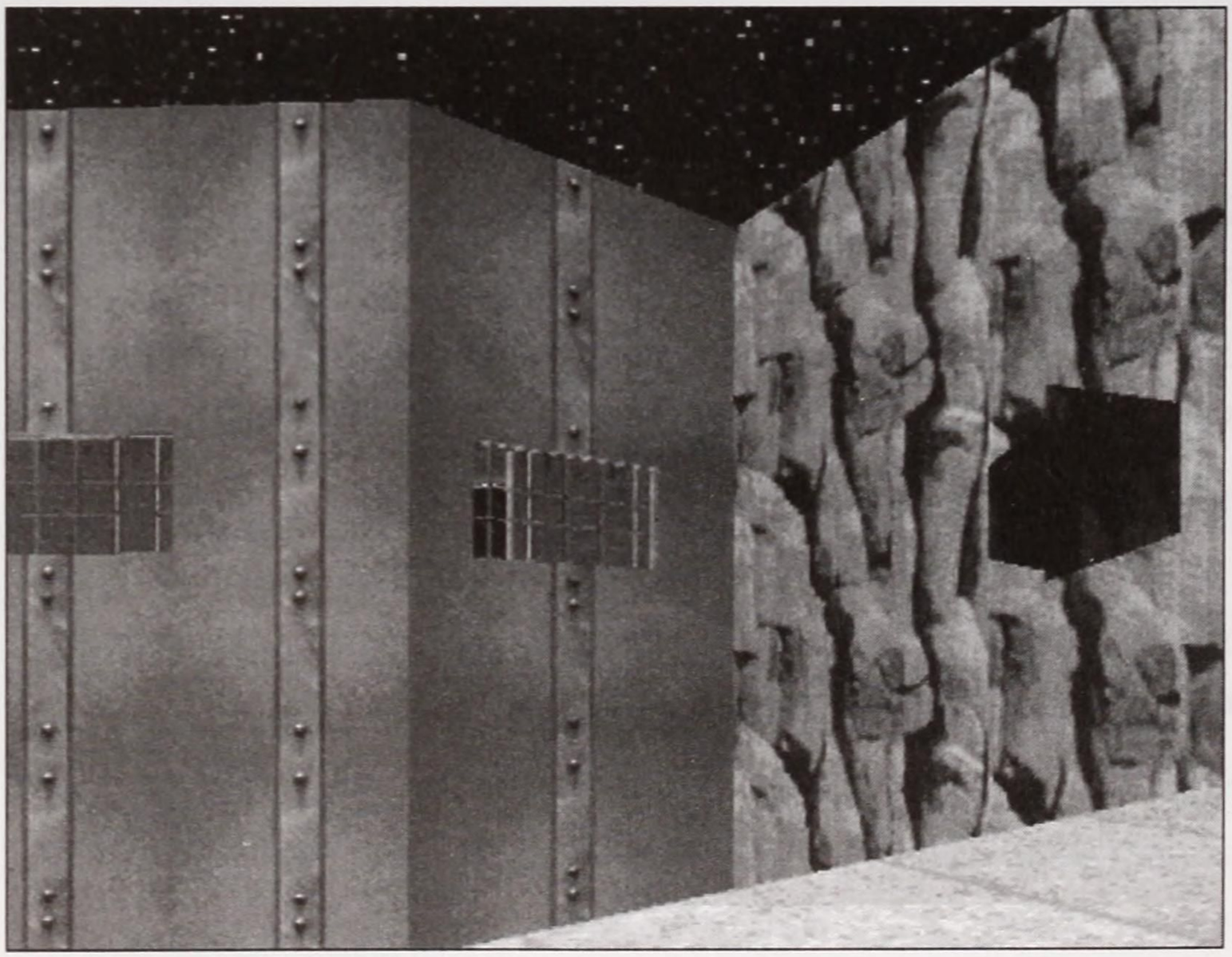
4. In the far back of the bookstore, there are peepshow booths along the blue curtains that line the hall. Open them for extra ammo.

5. In the bookstore bathroom, use the hand dryer to access the night vision goggles in the wall to its left.
6. Behind the strip bar curtains, there is a pair of night vision goggles on the metal platform just to the right of the stage curtain switch.
7. Stand on the bench that is to the left of the entrance of the strip club as you come in, then run to the stripper's stage at the far end as the stage's back wall opens to reveal a chaingun and ammo.
8. To the right of the club's entrance is an air-duct vent; jump from the table into the vent to get an atomic health and pipe bombs.
9. In the loft behind the club, the lit wall between the two crates holds a medkit when activated.
10. By either blowing up the manhole in the demolished building or using the secret door behind the stall in the pool hall bathroom, you'll find the sewer treasure trove.

Death Row

1. Hit the left-hand switch in the executioner's booth to make the electric chair descend. Behind it is a shotgun and ammo.
2. In the execution audience room, activate the darker wall to the right of the passage way for a holoduke.
3. Shoot the hanging monk in the first room of the chapel for an atomic health.
4. Shoot the switch above the alien alter to make a platform raise behind you that leads to the chapel loft with armor and atomic health.
5. Activate the altar's podium to open a passage behind the left-hand stained-glass window that leads to a chaingun and the "doomed" space marine.
6. In the cell down the same hall as the chapel, move the bed to gain access to a secret passage that contains RPG ammo.

7. Blow up the wall by the Central West door to get an atomic health.
8. In the prison courtyard, get on the upper ledge, jump on the inclined platforms of the large metal housing above the huge metal door, and then jump through the false wall to get three atomic healths.
9. You can blow up the wall going from the courtyard to Cell Block 1. Go left when entering the courtyard, get on the ledge, and use an explosive on the wall near the edge of the ledge (where the red key is found)—this gains access to a pipe bomb and Cell Block 1.
10. Take the red door in the rotating Central Control "hub" (where the hologram of the boss lies), and search the metal panel on the wall past the bridge to reveal a map and open the two secret rooms to either side of you. Jump into each room to get pipe bombs and atomic health.
11. To get to the level exit, go through the poster in the last cell of Cell Block 2.



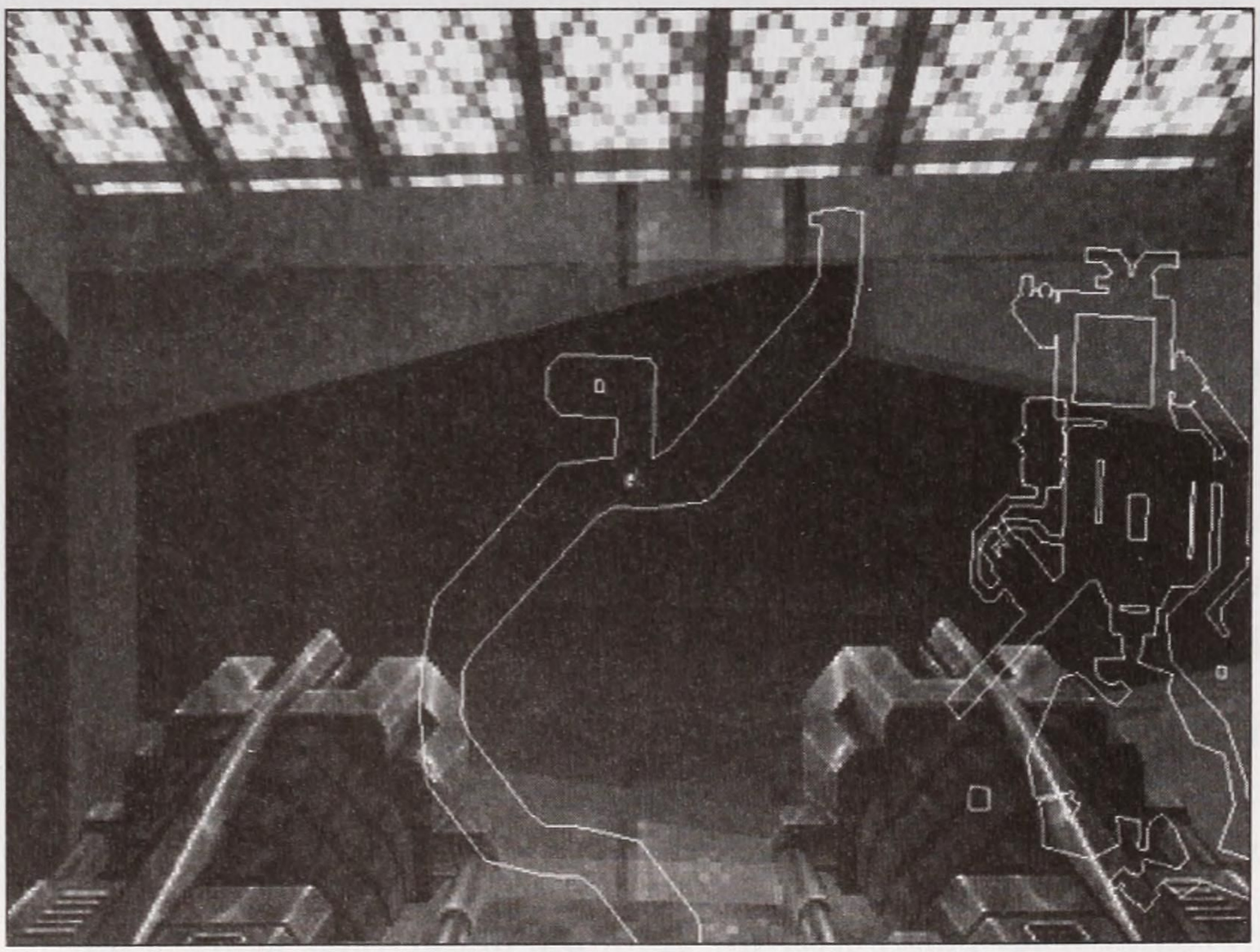
Death Row in L.A. Meltdown

12. Search the wall behind the crate in the submarine to find a door to the reactor engine and a medkit.
13. Get night vision goggles by jumping onto the right hand ledge while on the giant gears and taking the ledge as far to the left as it leads, and then searching the wall.
14. Jumping onto the sloped pillar with the switch for the door that gives access between the sub area and the courtyard on it and pressing the wall opens a passage above you that contains night vision goggles.
15. If you go into the air-duct in the rotating central hub room, you'll get armor.

Toxic Dump

1. Stepping on the fiery gap on the outside surface of the submarine opens a compartment just below and inside the sub (in the air-filled part), which contains armor, a medkit, and an atomic health.
2. Blowing the crack below the gap in the first underwater chamber will lead to a secret above-water chamber.
3. From the conveyor system, hit the blue switch in the room with the two cylinders. The left-hand cylinder contains an upper ledge holding an atomic health.
4. On the back wall of the slime pit that is to the right of the conveyor belt is a wall that opens to reveal chaingun ammo.
5. The exploding wall on the cliff that you jump to after hitting the switch in the submerged rooms leads to a series (three) of explodable walls and secret chambers and an atomic health.
6. On the ledge containing the blue key, you'll find secret chambers in the two enclaves that house the autoturrets. Both can be reached with running jumps.
7. The back right corner panel after the spinning underwater gears is an illusionary wall containing armor and scuba gear.

8. After emerging from the chamber past the underwater gears, blow a crack in the winding water passage, enter the new chamber, and take the teleporter to get to a secret place with rockets.
9. Shoot the large fan and jump into the passage beyond it for some atomic health.
10. To gain access to the secret level, The Launch Facility, blow up the cracked wall in the lit area just before the main level exit in the rapidly flowing toxic-filled passage.
11. To the right of the ramp-like ledge of the cliff section above the submerged, mined area is a dark enclave that contains a small section that can be jumped into; it contains a medkit. This secret is located in the back right part of the pitch black section of the cave.
12. After passing through the blue key door, press on the right wall just past the bend of the passageway to gain access to the room visible from the outside. It contains a chaingun.



Through Toxic Dump and on to the Abyss

13. On the cliffs section above the mined water area, there's a room with an orange cylinder with the switch on it and a security monitor—press on the wall between the two to gain access to a small passage leading to ammo and scuba gear.

The Abyss

1. The wall jutting out before the pit with the bonfire in it opens, providing access to night vision goggles.
2. Jumping into the bonfire leads to a secret room with two atomic healths and a ledge holding RPG ammo that counts as another secret place.
3. Jump behind the small waterfall just before the lava-filled section for a chaingun.
4. At the top of the path up the lava falls, there is a explodable wall that leads to a tunnel containing some ammo and health and ends with a secret place.
5. Straight across from the explodable wall at the lava fall's top is a handswitch on a ledge that will open a lava stream path to the left that leads to the dancing cavegirl and two atomic healths.
6. A few steps back from the ramp entrance to the spaceship is a sliver of the wall on the right that opens a passage leading to a secret place with an atomic health.

The Launching Facility–The Secret Level

1. After getting the blue key, go back to the slime pool, and you'll be able to reach a secret chamber containing shotgun ammo and atomic health.
2. In the green stonework chamber you can shoot the ceiling fan, fly up, and get pipe bombs.
3. In the room with the switch to open the hanger doors, you'll find a wall that opens between the monitors and the room's entrance ramp that leads to armor.

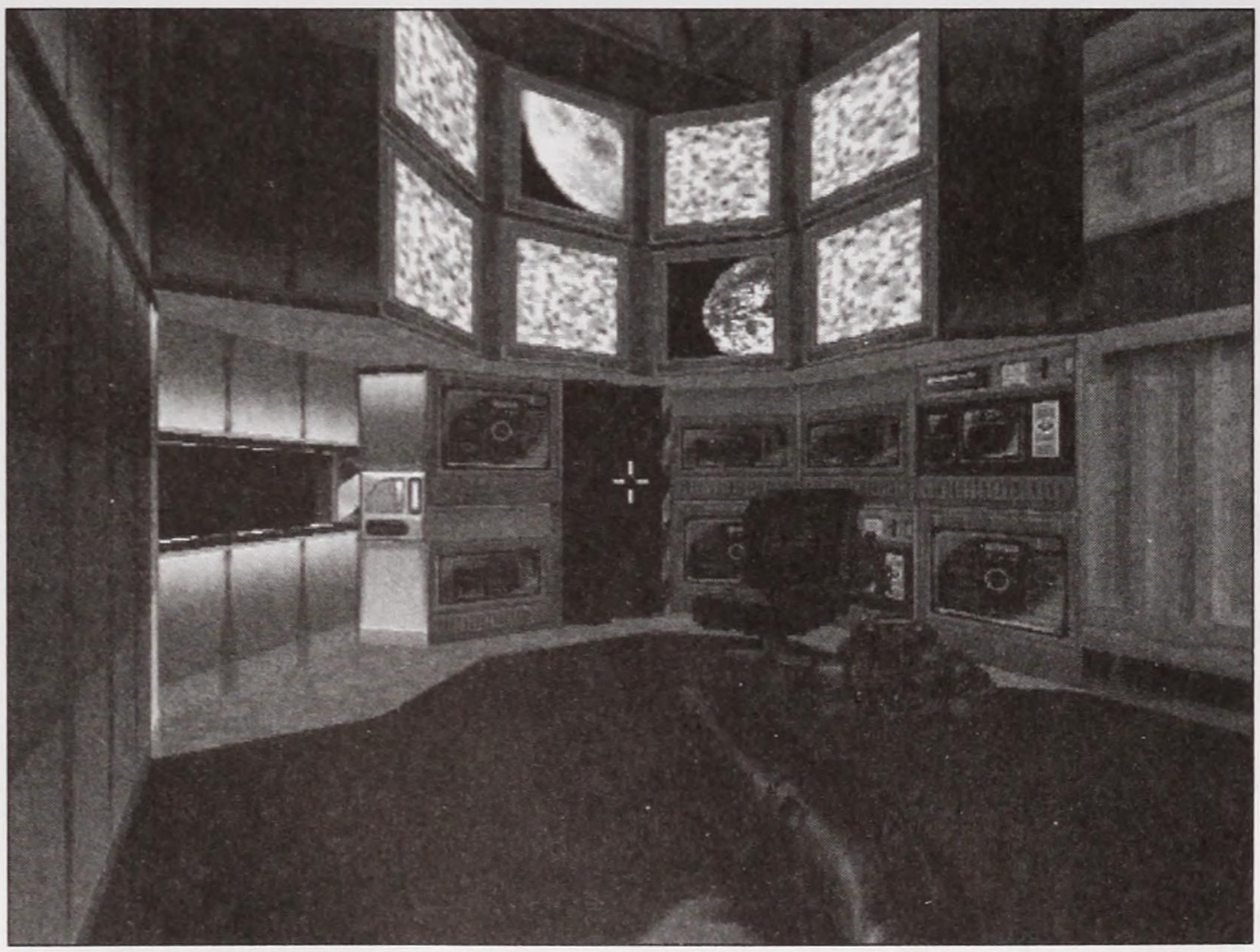
4. The computer monitors in the underground room open to reveal several atomic healths.

EPISODE TWO: LUNAR APOCALYPSE

Lunar Apocalypse, the second episode in the *Duke Nukem 3D* saga, provides more weapons and more adversaries against an eerie Lunar backdrop, as Duke battles his way toward the final episode.

Spaceport

1. When you go to the first security monitor, turn around and you'll see a wall rising in front of you containing RPG ammo.
2. Pressing against the second set of monitors next to the force field switch near the beginning of the level will open the wall and lead to an atomic health.



Spaceport is the first level of Lunar Apocalypse, the second episode of *Duke Nukem 3D*.

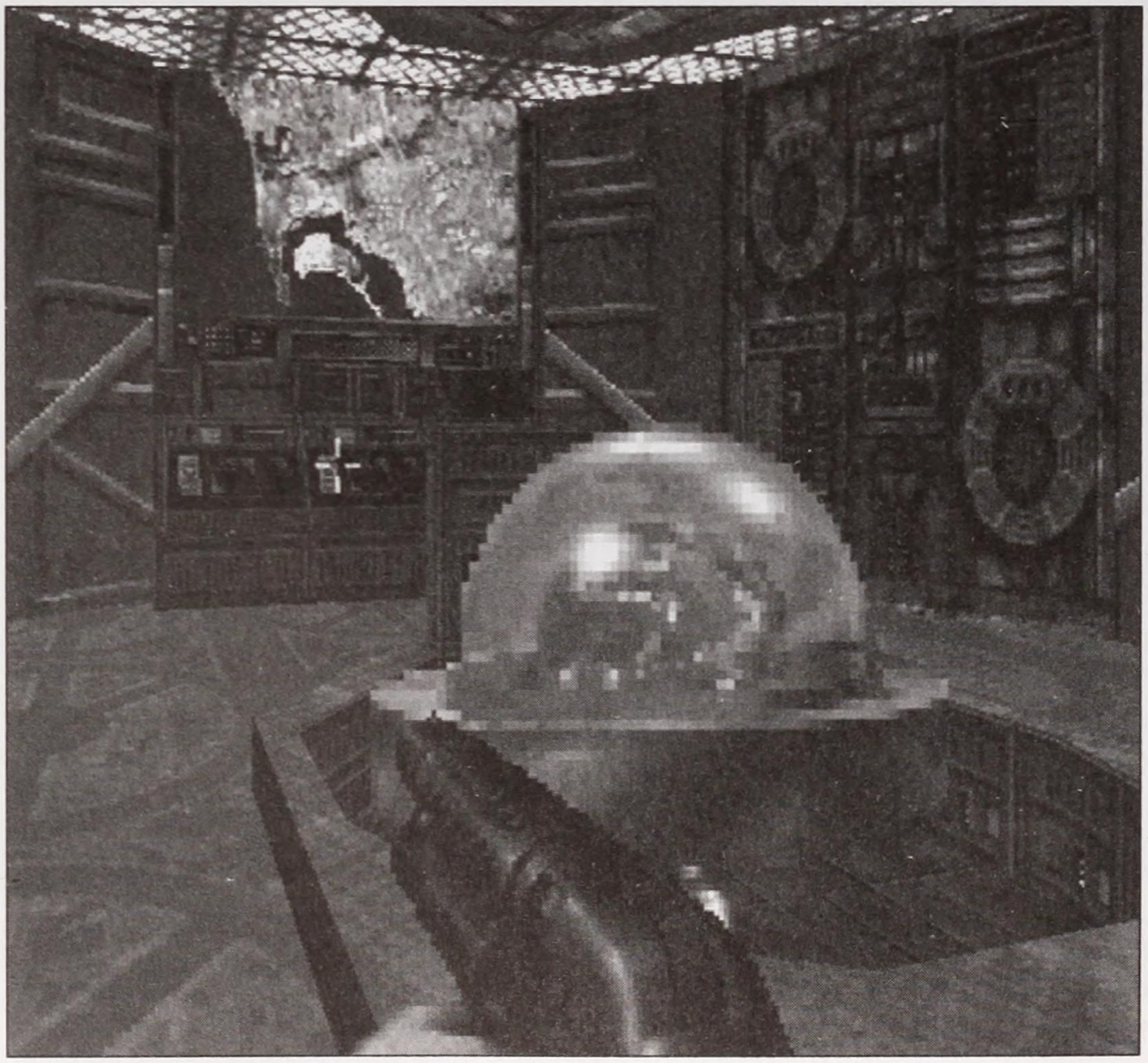
3. Take a running jump toward the "Authorized Personnel Only" sign to reach a secret place with pipe bombs, or use the air-duct in the lower room where the Enforcer is hiding.
4. Once the force field in the large shaft is down, you can fly up to reach a secret room with a devastator and atomic health. Continue up the shaft to find night vision goggles and health.
5. That oval-shaped floor panel in the hall leading to the red keycard lock is actually an elevator leading down to a secret room containing a shrinker, health, and armor.
6. The high ledge holding an atomic health that is only reachable with the jetpack also triggers a door to open on the floor below. As soon as you hear it, drop down the shaft and run toward the opening between the elevator and the gray paneled door.

The Incubator

1. In the first big chamber there is a panel to the right of the computer that opens and conceals another secret door directly behind it that leads to armor and ammo.
2. Jump through the EDF insignia to reach a medkit.
3. Open the metal wall panel that is left of the computer terminal in the room that the ramp past the EDF sign leads to.
4. Behind the swinging door panel in the dark, blue room with the rotating radiation platforms lies chaingun ammo.
5. There are some pipe bombs stashed on the ledge with the gun turret that lies high above the water in the room that leads to the level exit.

Warp Factor

1. The wall behind the transparent tactical screen hides a shrinker.
2. Open the panel between the half circle of monitors in the middle control room of the saucer section for a holoduke. The map of the west coast can be lifted for easy access between the rooms on both sides.
3. Open the lighter metal panel past the first aid kit in the saucer section, and you'll find steroids and a switch higher up on the left wall. Shoot the switch, and then run to the other side of the room and look for the newly opened door just to the left of the control room door. Take the elevator to the *bridge*, enter the "Ready Room," activate the small desk computer, and the door to the "Really Ready Room" will open.



Lift this map to move between rooms.

Fusion Station

1. On the ledge near the second elevator in the piston room, there is a door to a secret vent shaft right in the middle of the wall. Going left and jumping up on the side with the egg leads to another secret place containing two pipe bomb cases. Going right leads to two atomic healths.
2. Go into the space between the two pistons closest to the elevators, and open the back wall for chaingun ammo.
3. In the room with the pool and spinning gears, stepping into the section with the security monitor opens up a wall on the exact opposite side of the room with a freezethrower and ammo, but it only stays open for a few seconds.
4. After crossing the first gap using the small floating platform, go into the left-hand room, and lift the corner that is to the right of the open window for armor.
5. In the first green exploding hallway, jump to the air-duct above and you'll find shrinker ammo and atomic health. In the room with the tied-up woman, you can blow up the wall to the right of her for RPG ammo, but the blast will kill her.

Occupied Territory

1. At the bottom of the huge lowering door, there is a secret cubby containing an atomic health on the side opposite the entrance tunnel.
2. The elevated door near the entranceway of the first large observation deck-like room after the hallway leads to atomic health and RPG ammo.
3. There's a secret duct between the two observation deck rooms—access it by going up the ramp in the second room. It contains an RPG and armor.
4. In the room with two Battlelords and the blue keycard, open the lower right-hand monitor for atomic health and laser trip bombs.

5. On the bridge to the exit, when facing the hologram, turn around, rotate right, and look up. There is a switch there that, once shot, opens a door on the opposite side of the room. Jump to this door for access to the secret level, The Spin Cycle.

Tiberius Station

1. There is a false wall directly across from the water fountain below the upper computer room (with the blue keycard) that leads to a room with pipe bombs.
2. In the back of the supplies room, search the wall between the two shelves to reveal a medkit.
3. Blow up the wall crack on the right after going through the Tiberius Station door for easy access to the vent system.
4. To the left of the "Danger Radioactive Materials" door is an indented wall that opens to reveal chaingun ammo and steroids.
5. After crossing the bridge over the slime pool, go to the upper level. There is a wall crack in the hallway before the door that will give access to a jetpack.
6. Once you've formed the bridge to cross the slime pool, you'll have access to the secret rooms between the two protruding walls on both sides of the room where you can get two atomic healths and RPG ammo.
7. Going into the vent system in the room before the level exit will trigger a secret vent containing an RPG on the other side of the hall—fly quickly to reach it before the door closes.

Lunar Reactor

1. Jump into the vent system near the beginning of the level and follow it to get a devastator and atomic health.

2. After jumping down the pit in the crew quarters and going onto the ledge, turn left and open the right-hand terminal wall for chaingun ammo and health.
3. After dropping down the pit in the crew quarters, rush right to a secret safe spot, before the walls slam shut, to get some health. From there go to the back corner (left of the "Flammable" sign) and search the wall for atomic health.
4. In the Moon Canyon, near the bottom on the left side (from the entrance) is a secret room with a teleporter and Star Wars gag.
5. In the canyon, quickly backtrack after walking over the cracked, sunken-floor portion of the blue tunnel, which triggers the hall to collapse. Then, go into the newly accessible vent shaft and jump onto the top of the shaft when over the canyon. Jump left into the cave for armor, atomic health, and an RPG.
6. In the room where you find the red keycard (past the slime river and giant gear), open the back left terminal wall for a holoduke and freezethrower ammo.
7. On either side of the rotating reactor core, you can jump up behind the shielding walls to find a dark hidden place with laser trip bombs, devastator ammo, RPG, and health.

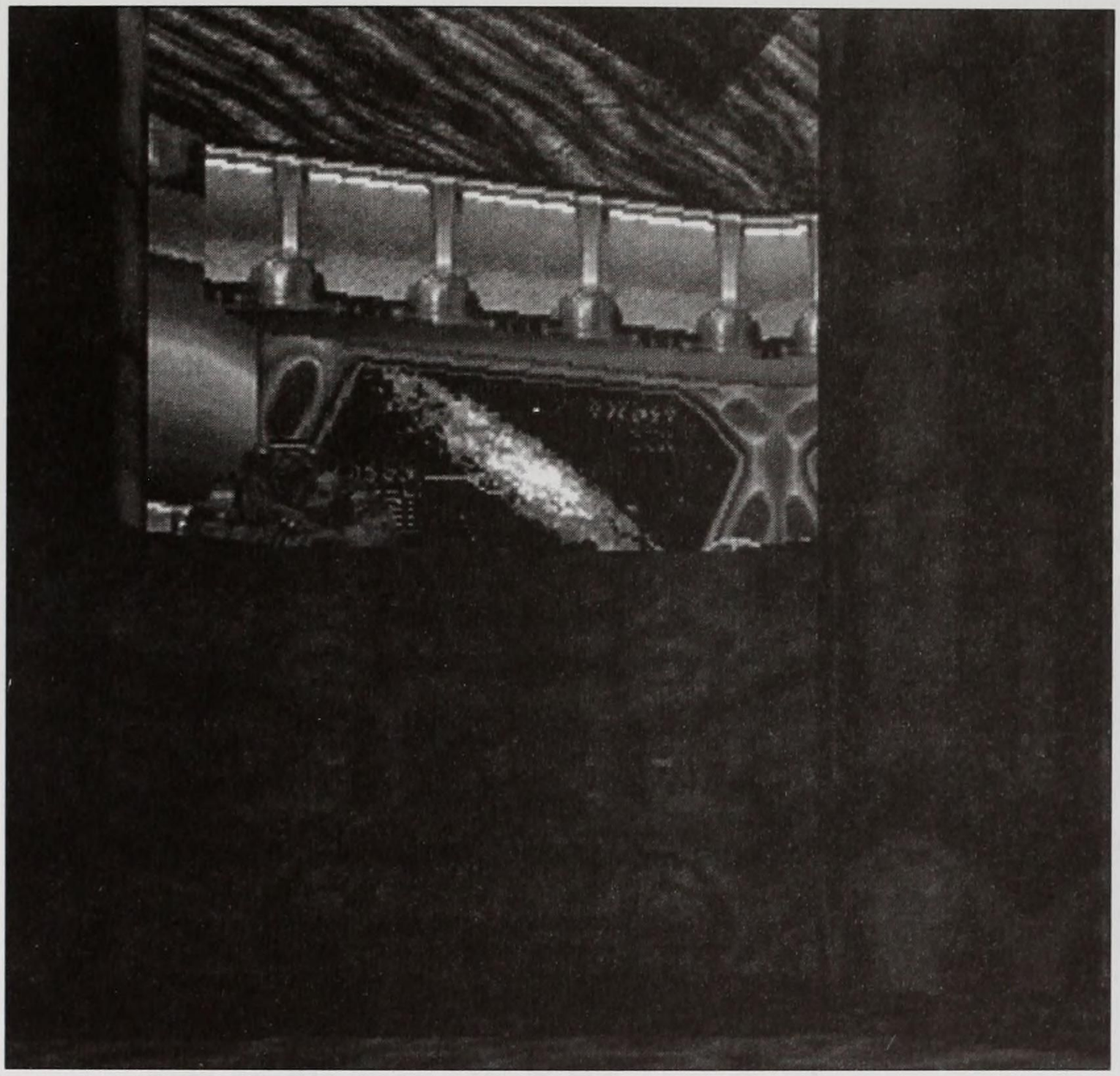
The Dark Side

1. After getting off the first elevator, search the large screen directly ahead of you for two atomic health.
2. In the slime chamber with the four captive females, you'll see a wall crack high up on the wall to the left as you come in. Blow it to get pipe bombs.
3. There is a secret room containing two atomic healths that can be reached by quickly getting off the Beta Transport about midway during the ride. Push into the wall in front of the open tram door while it's moving for easy access.

4. After going through the monolith, turn left, look up and blow up the wall crack. This leads to the secret level exit to The Lunatic Fringe.
5. On the way to the Gamma Transport tram vehicle, the video screen on the rock wall opens to reveal a shrinker and laser trip bombs.
6. In the Alpha Transport sector, blow up the wall adjacent to the tramway access door to collect health and a devastator.
7. In the right hand room of the Alpha Sector research center, open the metal plated part of the wall to the right of the rightmost tank to gain access to the four tanks and their connecting hallway.

Overlord

1. In the red pool, hit the bloody handprint to open the center shaft and get an atomic health.
2. Blow open the vent shaft for access to the inner tunnels and a shortcut to the Boss.
3. Blow up the wall near the Battlelord after going through the first green door for a medkit, and lift the Saturn display for health and shotgun ammo.
4. While on the surface of the red pool, go through the false wall just to the outside of both of the two pillars in front of the large computer display for atomic health, armor and freezethrower ammo.
5. Jump through the middle portion of the longest waterfall in the waterfall room for an atomic health.
6. Walk through the lightning bolts of the rotating core of the red pool to open a secret wall in the single pillar near the security monitor to get an RPG.
7. As you are going up the first ramp in the waterfall room, turn around and look up to the right to see a wall crack that, once destroyed, will gain you several pipe bombs.



Entering the Boss's lair . . .

8. To open the secret room in the main chamber of the Boss's lair, step over the floor in front of the targeting map in the smaller chamber from where the Boss emerges, and then turn and run to the far end of the main chamber to get atomic health, rockets, and a medkit.

EPISODE THREE: SHRAPNEL CITY

It's back to Earth for the final *Duke Nukem 3D* episode, and conditions have not improved since the trek through L.A. Meltdown. In fact, the situation is far more critical with lots of Bosses who are out to stop Duke in his tracks.

Raw Meat

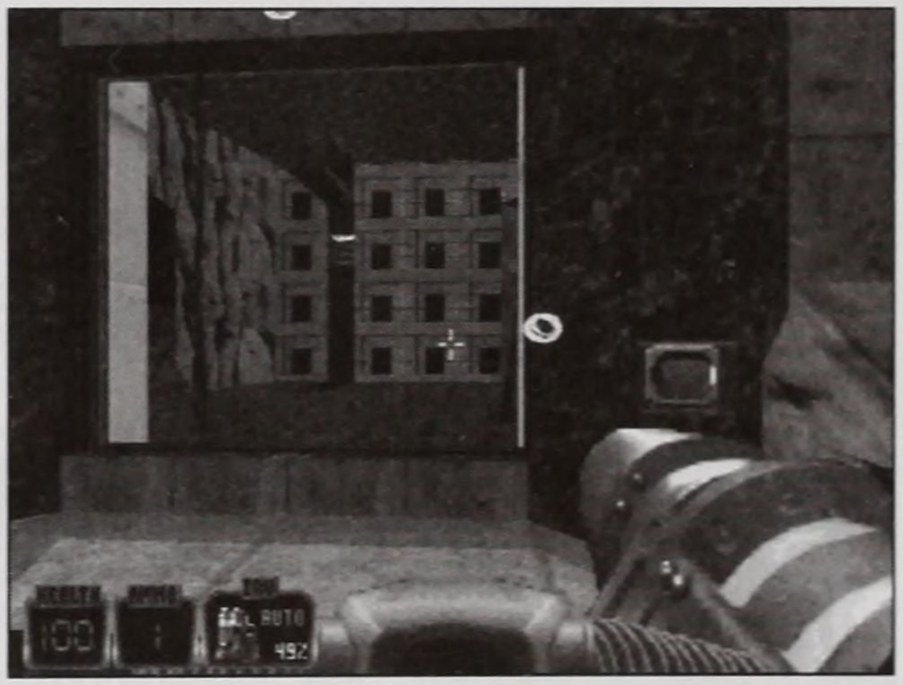
1. In the first eating booth, lift the brighter piece of wall on the left side for a jetpack.
2. The "Exotica" sign lowers to reveal a shrinker.
3. Blow up the right wall in the third eating booth for health and shrinker ammo.
4. Raise the wall menu to the left of the bar sign for ammo.
5. Press the bloody hand on the gray wall near the wet bar to open a room with a freezethrower.
6. Duck and open the cabinet on the wall opposite the bloody hand to get night vision goggles, go into the dark space, use the goggles, and push the wall that says "Push Me" for ammo.
7. Search the wine rack in the kitchen for some RPG ammo.
8. There's a jetpack near the third fan from the right on the stove.
9. The gray wall between the geisha at the entrance and the stone wall panel is false and can be jumped through to gain chaingun ammo.

Bank Roll

1. Use the ATM machine to gain access to the room behind and a chaingun.
2. When you hit the switch that gives you the blue keycard, the wall picture lowers to reveal a devastator.
3. Turn right and angle up to see a switch on the dark wall of the hallway after entering the bank. Shoot the switch and the phones behind you will disappear and leave a holoduke in their place.
4. Check the picture behind the desk in the bank for health and a jetpack.
5. In the gears section, get to the gear nearest the safe, and blow up the wall that borders the bank to find atomic health.

Flood Zone

1. On the roof of the yellow keycard building, go to the cliff to the right after coming through the stairwell door, and search the back wall for a jetpack.
2. On the small cliff enclave bordering the Alley Cat Lounge building there is a window that opens to reveal a room with chaingun ammo.
3. Blow up the lower part of the wall opposite the submerged office of the yellow keycard building to reach scuba gear and a surface room with a devastator.
4. Hitting the switch that raises the metal curtains in the first floor of the office building also causes the Alley Cat Lounge sign to raise just enough to reach the red keycard behind it.



5. Once you open the red keycard garage door, search the "Hardhat Area" sign to open the crate behind it for health.
6. On the cliff where the blue keycard lies is a false wall that makes a good sniping point.

L.A. Rumble

1. After dropping into the room below the entrance tunnel, shoot the wall crack on the right and get the freezethrower. Use this route to gain access to the building ledges for lots of goodies.
2. In the wall just left of the office in the clinic (near the prostitute), lies devastator ammo and health.
3. In the clinic, search the cabinet below the scalpel to get an atomic health from the cabinet to the right.

4. Jump into the busted elevator on the first floor of the first office building to get a devastator.
5. Search the painting at the top of the stairs in the North Tower (in the room with the various map displays) for devastator ammo.

Movie Set

1. In the ticket booth, search the right cash register, and then run around the corner of the tunnel to get to the hidden atomic healths behind the snack machine.
2. On the moonbase set, search the "A" of the vandalized USA sign to open the door to the secret level exit that takes you to the Tier Drops level.
3. Go through the 3D Realms logo on the large Duke Nukem billboard for a freezethrower and devastator ammo.

The vandalized USA sign offers the door to the secret level exit.

4. In the spaceship interior set, sit in the chair and search the map to open a compartment on the other side of the room with night vision goggles.
5. Jump through the middle section of the Earth backdrop in the spaceship set for a shrinker and a jetpack.
6. In the room with the red keycard access, search the back of the security monitor terminal for RPG ammo.
7. In the crate storage room of Stage 17A, push on the middle crate in front of the ramp and quickly get into the crate above for a devastator.

Rabid Transit

1. Use the cash register in the news shop to make the bookcase lower, revealing night vision goggles.
2. Search the "Lunar Apocalypse" poster for a chaingun.
3. Use the middle snack machine to get an atomic health and a pipe bomb.
4. For a holoduke, jump on the left-hand newspaper vending machine on the back wall beside the telephone.
5. Check the mailbox, and then jump up into the cubbyhole that appears above it for RPG ammo.
6. After you kill the Battlelord in the back of the second subway station, use the night vision goggles to follow the monster footprints to a secret door. Once inside, activate the smaller display on the lower right side of the larger computer display to get access to another connected room.
7. In the pool room, blow up the wall crack above the pipe bomb, and then jump on the ledge left from the explosion and use it to jump onto the bookcase. This will cause the other bookcase to lower, revealing a room containing devastator ammo, RPG ammo, and health.
8. On the end of the track opposite the small ledge on the end where you found the blue keycard, there is a wall crack with devastator ammo and steroids.

Fahrenheit

1. The picture behind the sofa in the apartment with the big screen TV holds a freezethrower.
2. In the same apartment, blow away all the wine bottles and glasses to go through the false wall and get a medkit.
3. At the back of the room without doors in the yellow keycard access building, open the hidden metal panel door to get the red keycard.
4. Jump behind the curtains in the TV studio for freezethrower ammo and atomic health.

Hotel Hell

1. To gain access to the second floor aquarium, open the wood panel between the two side wall wine shelves. This leads to a medkit, scuba gear, and pipe bombs.
2. Hit the power switchbox beside the registration desk, and a panel opens revealing night vision goggles.
3. Check the left side of the mail slots in the registration desk booth for armor.
4. Search the short air duct between the two hotel rooms for a shrinker.
5. Lift the wine rack for a holoduke.
6. Jump through the small waterfall of the second floor pool to gain access to a cavern. Blow away the palm trees to find the secret level exit that will take you to the Freeway level. Hit the bloody handprint to gain access to a side cavern where an atomic health waits. Get the health, and then run to the cavern's entrance before you get crushed.

Stadium

Shoot the Duf's Beer blimp for a horde of supplies.

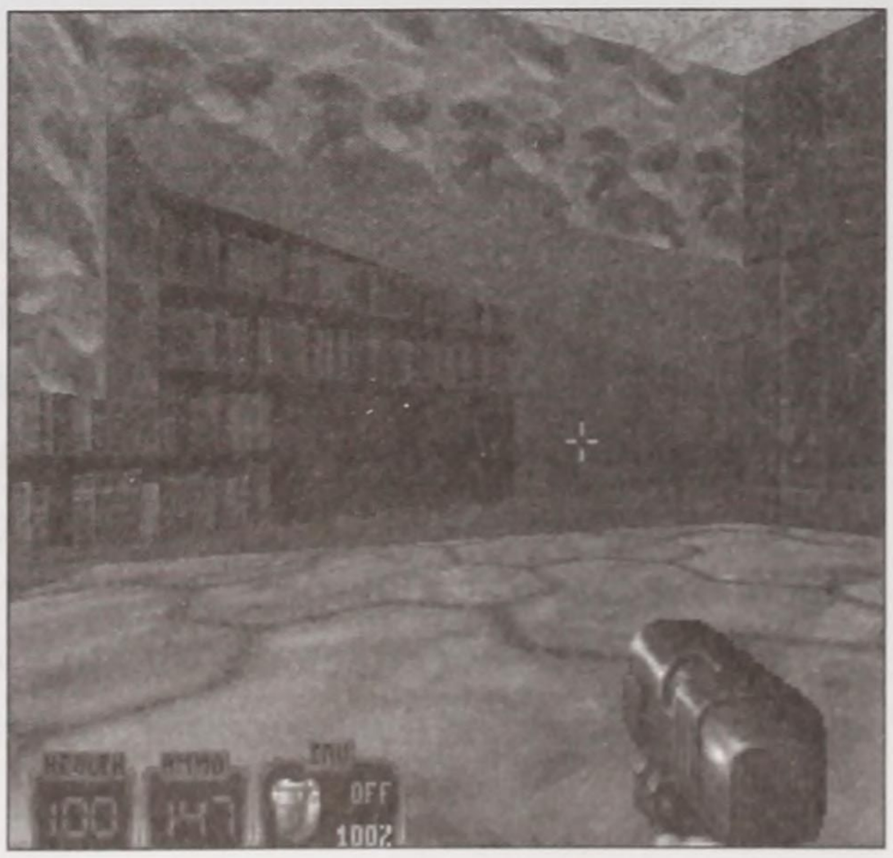
Tier Drops

The four secrets of Tier Drops are behind the large metal panels between the two small supply compartments in each corner of the hall that surrounds the actual landscapes of the level. The contents of these rooms are as follows:

1. Alpha: devastator ammo, pistol clips, and a shotgun.
2. Beta: chaingun ammo, shrinker ammo, and a shotgun.
3. Delta: pipe bombs, a pistol, and freezethrower ammo.
4. Gamma: RPG ammo and shotgun ammo.

Freeway

1. When you start underwater, turn and blow up that back wall for RPG ammo and atomic health.
2. Go left from the river then blow up the end of the left-hand ledge to create a step to gain access to the walkway above. Go to the last window on the building, open it, and jump inside to get a freezethrower.
3. The window on the same building face as the blue key-card access panel (it's the building bordering the four-lane road) opens to reveal a secret apartment containing devastator ammo.
4. In the partially collapsed room directly across the street from



the conveyor belt room, duck in front of the right-hand bookcase, and search it to find a secret compartment.

5. In the compression room where the conveyor belts lead to, you can jump through the black and yellow warning stripes on the wall that faces the compression box (which contains an RPG and the *Terminator* gag). This leads to a secret room containing pipe bombs.

DESIGN TIPS WITH BUILD

This section turns to the subject of creating your own levels in Build, the level editor included with the registered version of *Duke Nukem 3D*. This discussion assumes you have a basic knowledge of 3D games and the terminology used.

BASIC SECTOR AND DOOR STUFF

Everything in Build is either a Sector or a Sprite. Sectors in their base form are rooms, but most everything that isn't an item or character is made from the proper manipulation of Sectors. To make a Sector, press the Spacebar in 2D mode and a point and line will form—tow that line to wherever you like, and then press the Spacebar again to connect it to a new point. Keep doing this until you get to your starting point. Note that the G key controls the grid size and, unless you turn the grid off completely, all Sector points and Sprites will be forced to fall onto a grid point—change the grid to finer sizes for close detail.

Sprites are created by pressing the S key. You'll notice if you went through the textures listing (by pressing V in 3D mode, which allows you to *paint* the item under your crosshair with a new texture) that Build groups all of its tiles, textures, and Sprites together. While this can make it confusing to find a specific texture without knowing its number, it does mean that you can use any graphic you find here for either a Sprite or a Sector texture, which lets you make some impressive visual effects. For now though, look at the first row of Sprites in the Texture listing; you'll see letters, S, M, A, L, etc.

"S" is the SectorEffector Sprite that effects the Sector it is placed into. The others will be discussed as they become necessary.

Lotags and Hitags

The next important concepts to understand are Lotags and Hitags. Depending on what you are creating, you'll need to use these for both Sectors and Sprites. Put simply, the usual way they work is that Lotags are a set number designation for a specific command function (making a door open, for instance) and Hitags are user-defined numbers used for grouping related things (as with teleporters—in order for the game to know that two teleporters are connected you would give them both the same, unique Hitag). This is how it often works, but there are exceptions (Door switches, in particular). Lotags and Hitags are designated in 2D mode. To give Sectors a Lotag, Press T. Press H to Hitag a Sector. Press Alt+T and Alt+H to give Sprites and walls Lotags and Hitags.

Some General Things to Know

- The numeric pad's Enter key switches between 2D and 3D modes.
- In 3D mode, holding the left mouse button over the thing you wish to manipulate (be it a Sprite, a wall, a floor, or ceiling) will lock control over that thing, so you can move around and still change it. This is useful when you need a better vantage point while moving ceilings and floors.
- Slopes are done using the bracket keys, but they slope according to the Sector's "1st line" designation. Use Alt+F to change this designation in either 2D or 3D mode to get the ceiling or floor to slope in the direction you want. Press Alt+a Bracket key to get slopes to match with joining Sectors in 3D mode.
- Moving a point over another point within that Sector erases the point, but never erase a Sector point-by-point or else you might corrupt your level. When erasing a Sector, always use Ctrl+Del.
- Red walls are two-sided and connect to another valid Sector. White walls are one-sided and connect to *dead* space where no Sectors reside. To turn a Sector into valid player space, press Alt+S while over the Sector in 2D mode.

- Be sure to place a player starting point (press Scroll Lock when the white arrow is over the spot where you want the player to begin), and save often, using multiple files.
- Print and read the Build documentation.

SOME DOORS

Doors are actually Sectors that connect two room Sectors, and are called *Door Sectors* for obvious reasons. Door Sectors should be made the size you want the door to be and be sure to place textures on all sides of the door and it's connecting walls.

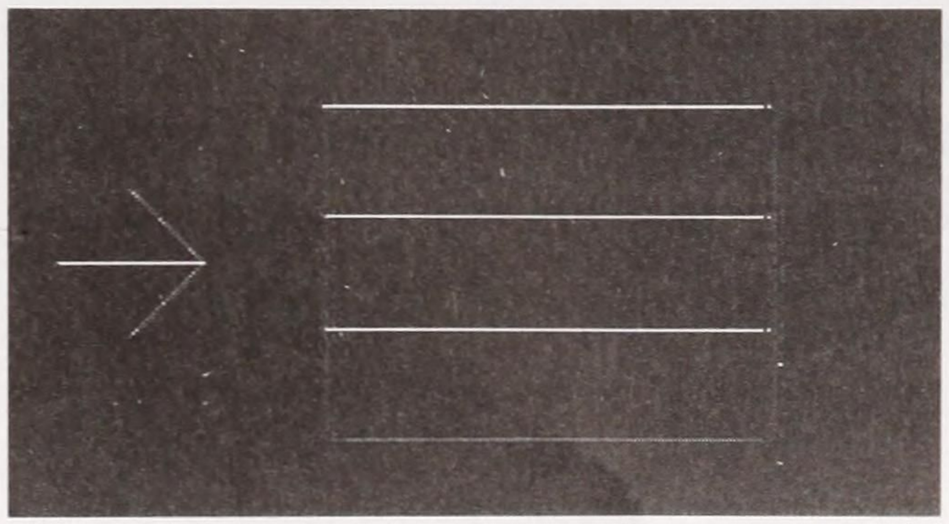
DOOM-Style Doors

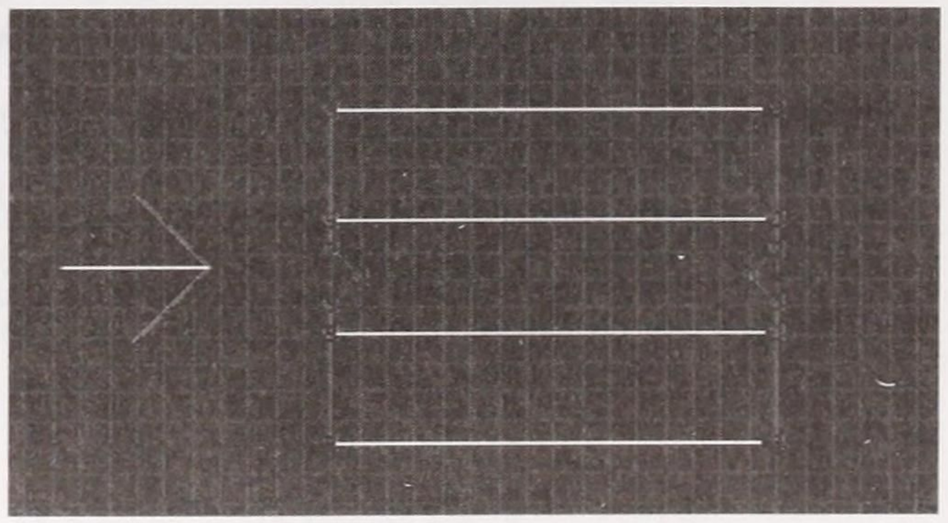
You can create *DOOM*-Style doors by giving your Door Sector a Lotag of 20, and then go into 3D mode and bring the ceiling of the Door Sector all the way down to the floor.

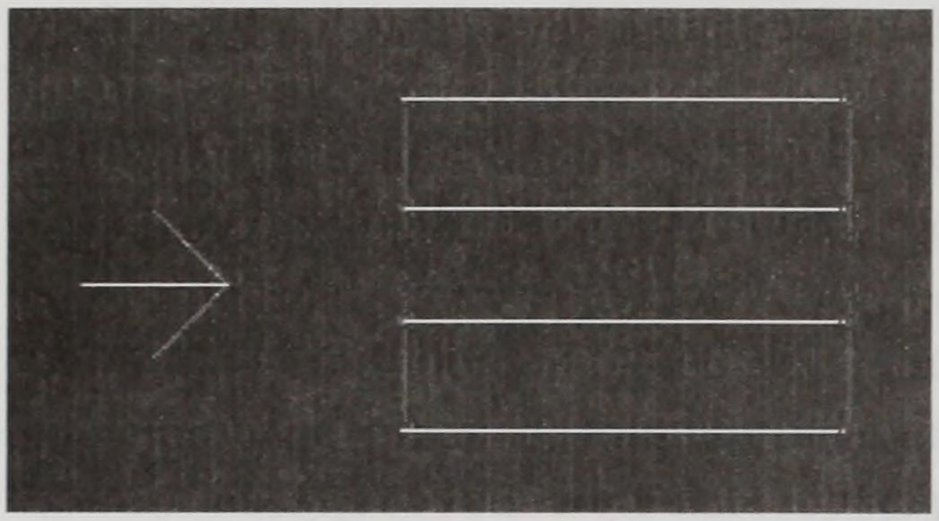
Star Trek Doors

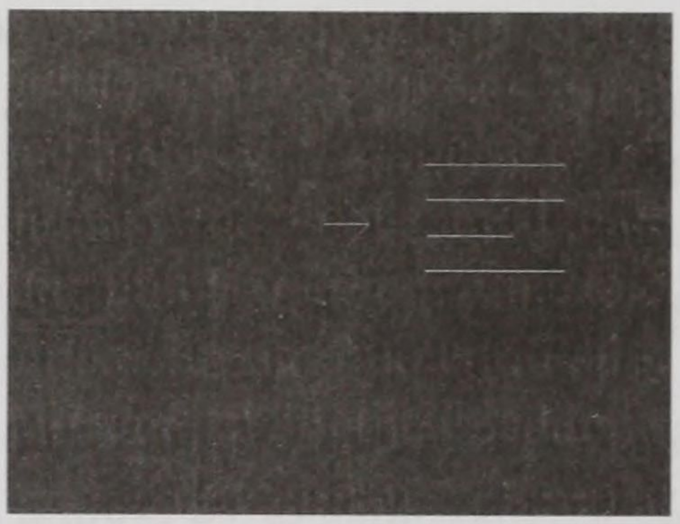
Star Trek doors require three door-sized Sectors. The center Sector is going to be the actual door. These doors are really just two walls ending in points that slide back when activated. You have to place three points along both of the one sided walls within the middle door Sector (that is, insert the three points on both of the Door Sector's walls that connect to the dead space and not the walls it shares with the other valid Sectors). The points should be on the exact same grid line as their counterparts on the opposite one-sided wall.

Now, move the two middle points of the six you just made so that they both meet and overlap in the exact middle of the Door Sector, thus giving you two triangles touching one another in the middle of the Sector. Next, move the outer points forward along









the two walls that connect the inner Door Sector to the outer two Door Sectors (making the triangle look like an obelisk shape). The points should be placed so that everything looks even and will result in two small triangles in the middle of the inner Sector that border the two outer Sectors. Pick one of these small triangles (it doesn't matter which) and press T to Lotag it. Give the Sector a Lotag of 9. These doors must have a wedged shape end in order to work properly. To split Star Trek doors, give it a Sector Lotag of 26, go into 3D mode, and use Pg Dn and Pg Up to move the floor and ceiling so that they meet in the exact center of the door.

There is a cool side effect of an improperly made *Star Trek* door: If you don't place the two outer points of the inner set of three close enough to the middle of the door Sector, the door won't open fully. The resulting narrow opening or *slit* can then be used for what castle builders called arrow-slits, which enable you to have sniper points for the player where they can shoot from a safe vantage point and shut the arrow-slit quickly to protect against attack.

Autoclosing Doors

To make a door autoclose, put a SectorEffector Sprite in the Door Sector. Give the Sprite a Lotag of 10. The Hitag designates the length of time the door stays open—a value of 128 is equal to 4 seconds.

Switches

There are two kinds of activation Sprites you'll need for a door at the present time: Activators (Sprite #2, the "A") and ActivatorLocked Sprites (#4, the "L"). Activators automatically open and close a door when you flip the switch connected to it. An ActivatorLocked Sprite simply locks out the spacebar function until you flip its connected switch. Once switched the door will then open with a spacebar press. Both activators are made exactly the same way: Place the actual switch Sprite where you want

it (you can use any of the plethora of switches the game offers. Press R to stick them against a wall), and give it a unique Lotag. Place the activator in the Door Sector and give it that same Lotag.

OTHER SECTOR EFFECTS

Sectors are used to create a variety of other effects that provide the game's animation and allow Duke to be transported around levels.

Teleporters

Make two Sectors where your teleporters will be and place a SectorEffector Sprite in the middle of each. Give the SectorEffector a Lotag of 7 and a unique Hitag that the two teleporters will share.

Water

Places where you dive into (and out of) water are actually teleporters, but with one important rule: the Surface Sector where you dive into the water and the connected Water Sector must be exactly the same shape and size. Give surface Sectors a Lotag of 1 and all underwater Sectors a Lotag of 2. Next place a SectorEffector Sprite in each Sector in exactly the same spot. Give both Sprites a Lotag of 7 and the same unique Hitag. The rippling water texture is #336.

Windows

Make a Sector connecting to two rooms where you want your window to be. Enter 3D mode. Go to the top of this Sector on either side, depending upon where you want the window, and press M to mask that open space. A stone wall will appear. Move your crosshair over this new wall and press V to access the textures, press G to go to a texture, and type 503. Press return and you should have a window. Go back to 2D mode and bring your mouse over the window wall. Press B to make it blockable, so you can't walk through it, and press Ctrl+H to make it hittable so you can break it. Note that if you want a perfectly clear unbreakable window, don't mask the wall, but still make it blockable and hittable.

Mirrors

Mirrors are one of the absolute proofs that foresight is best. Making a mirror requires you to not just make the Mirror Sector, but also a Sector behind the mirror of at least equal size as the area that the mirror will be reflecting . Mask the wall where you want the mirror to be, choose texture #560, and then press 1 to make the wall one-sided. Make the wall blockable and hittable. To make Duke fawn over himself, give the mirror wall a Lotag of 252. Note that for both windows, mirrors, and any wall needing tagging or modified, Build gives Sprites a higher priority than walls, so when tagging or changing a wall (like making it blockable for instance) make sure no Sprites are highlighted at the same time, or else you'll end up modifying the Sprite instead.

Lifts

Make your Sector that will be the lift and give it one of the following Lotags depending upon the starting state of the lift: 16 to make just the floor lower to the next Sector height, 17 to make the floor rise, 18 to make both the floor and ceiling lower, or 19 to make both the floor and ceiling raise.

Sector over Sector

The best way to make a Sector over a Sector is to make the new Sector in a blank spot on the grid, and then move it over the Sector of your choice. Make sure that none of the new Sector's points or walls connect with the other Sector's while you are drawing it. Note that you can have a passage connect from a lower Sector to an above Sector—just make sure to get the stairs or slopes and ceilings properly adjusted. Be aware that you can generally never see the two Sectors at once in 3D mode. Also, be careful when adding things to the new Sector (Sprites in particular, but sometimes even walls and new Sectors) as they may keep going into the Sector below. If this occurs, place Sprites in 3D mode if you can, or else move the whole Sector to a clear spot on the map to modify it.

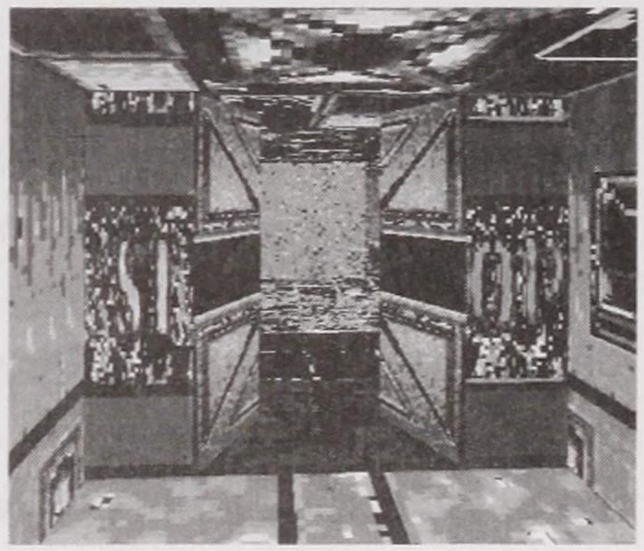
SPECIAL EFFECTS

Here, we're simply going to go over some of the other, more complicated special effects that Duke's Build engine can do. These are some things that can really help spice up your level.

SWING DOORS

Swing doors have some peculiar features and are extremely uppity as far as doors go. First off, the actual doors are sectors all to their own. Secondly, swing doors are very particular as to how and where you place them.

For simplicity's sake, let's say we are making a swing door for a bathroom stall. Make the stall (and probably the whole bathroom as well) and pay close attention to where the door is going to go, and the size. Generally, the actual door should be just long enough to cover the opening you want to place it over. Now move to a bare spot in the room sector and draw your door sector there, again making sure that is exactly the right size (though you can easily alter its size at will). Next use Alt+S to make the door sector a valid sector (it will turn red) and give it a Lotag of 23.



Now, and this is the important part, you cannot place the swing door inside the stall sector (or any door jam sector). It must go on a wall that enables at least its pivot side wall to not be touching anything. Either the top or bottom wall (as in the front or back of the door) must be overlapped with the red line of the sector that it is blocking up. So, the door will be sticking out a bit from the red line where you would enter the stall from the bathroom. Now, use the zoom command (the A and Z keys) to get in close to the spot where the pivot point should go. Assuming the stall is at the *top* of the screen and the door is going on its *bottom*, the pivot point would be on the door's upper left corner. Use the G key to turn the Grid off completely and place a sprite as close to the corner point as possible without it actually connecting with the point. Give the sprite a Lotag of 11 and a unique Hitag.

If you are making double doors, make sure they both use the same Hitag—that's how the game knows to swing them together. Also, to make the door swing clockwise,

the Sprite's tail should be pointing up and for counterclockwise point the tail down. Go to 3D mode and make sure the Sprite is a SectorEffector Sprite (the "S" sprite, it's Sprite #1). Now, raise your stall door up from the ground or down from the ceiling, if you want a floor gap (it is a bathroom stall after all). If the door is acting funny (say it disappears from certain angles), you can usually correct the problem by tightening the pivot point sprite's position (getting it closer to the corner point, or the corner point and the side wall—you'll probably have to play around with it to get it just right). Also, make sure the door has enough room to open.

EARTHQUAKES

Earthquakes are set off when the player walks over a *touchplate* (Sprite #3, the "T"), therefore the touchplate is the trigger. The touchplate activates a *masterswitch* (Sprite #8, the "D"). The masterswitch in conjunction sets off the SectorEffector sprite that it is paired with in each sector that is to be affected by the earthquake. Give the touchplate and all masterswitches in the earthquake the same unique Lotag. Give all SectorEffector sprites a Lotag of 2.

Note that you have to manually make each portion of the earthquake that you want to move; each is a sector and each needs to have the masterswitch and SectorEffector pair in them. Each sector will move in the direction that the SectorEffector sprite is pointing. If you want the sectors to be sloped and/or jutted, you have to do so beforehand (these areas will be flat in the actual game, and then raise or lower when the earthquake is triggered). To have debris (or "Jibs" as the game calls them) fly up during the earthquake, place SectorEffector sprites with a Lotag of 33 wherever you want jibs to spawn.

VENTS

Vents are very similar to windows, except vents are actually sprites. First make your vent shaft, and then place a sprite where you want the vent to go. Choose the vent tile for the Sprite (#595), use the Pg Up and Pg Dn keys to put it right over the vent shaft hole and press the R key to make it stick to the wall. In 2D mode, make the vent sprite blockable and hittable (by pressing B and Ctrl + H with the Sprite highlighted, it should turn a thick blue). Be sure to use the numeric pad's 2, 4, 6, and 8 keys to make the vent tile look properly proportioned from both the inside of the shaft and the outside.

NUKE BUTTONS

Nuke buttons are one of two ways to end a level. Place the Sprite where you want it, and choose graphic #142 to get to the Nukebutton graphic. After choosing the Nukebutton, go into 2D mode and give the button a Lotag of 32767. Then press Ctrl+H to make it hittable. (Do not make it blockable, only hittable, or else it won't work right if at all.) Another way to end a level is to give a sector a Lotag of 65535, which will make the level end when the player steps on that sector.

WALL CRACKS

Wall cracks are a combination of C-9 canisters (#1247), wall cracks (#546-549), SectorEffector sprites, and creative use of sectors. Generally, you'll want to make several sectors in a row, so you can slope and jut them to give them that crazy, blown-up look (and use texture #796, the charred black wall).

From 2D mode, you'll need to place two different sprites in each of the sectors you want blown away—one will be the C-9 explosive canister, and the other a SectorEffector sprite. You will also need a wall crack that will go over the place where the wall will be during the game (and is currently a gaping hole). Give the crack a unique Hitag that you will use for all the SectorEffector sprites as well (thus enabling you to have a nice long chain of explosions from a single crack if you want). Also, give the SectorEffector sprites a Lotag of 13.

In 3D mode, you can use the 4 and 5 keys on the numeric keypad to make the C-9 canisters thinner, so that they become bare sticks—at minimum width they're invisible in the actual game. The Lotag for the C-9 canister determines how long till it blows, numbers under 100 are very short times—giving each C-9 canister a different time can create sequential chains of fire.

You can replace the crack with an explosive C-9 canister (don't put the canister on or in the wall, though). Also, the texture in the front of the explosive sectors (as in what you'll see when looking at the hole from the main room) designates what the wall texture will be when the wall is whole in the game. Make sure the wall sides of the ceiling and floor are a little bit visible; the walls don't always match up and need to be tweaked. Sometimes, this problem is simply because the ceiling is up too high, or the floor is down too low.

CONVEYORS AND CURRENTS

Make the sector that will be the conveyor, get it to be the way you want it, and place a SectorEffector Sprite in it. Give the sprite a Lotag of 24 and point the Sprite in the direction you want the conveyor to go. If it's a water current, give the sector a Lotag of 1 and use the water texture—everything else is the same. To make it faster, place a Speed Sprite (#10) in the sector. The higher the Lotag you give it, the faster the speed. You can use the Speed Sprite for doors and many other things as well.

MONSTERS AND BOSSES

Monsters are only placed properly when you use the right pose (or frame) of the monster. Generally the first frame and the beginning of each new frame series is always useable. The easiest way to tell for most of the monsters is that they move in place when you set them on the map (not the hovering monsters, though), and are three-dimensional looking. To use a Boss as a monster, press Alt+P while over it in 3D mode to change its palette, and give it a palette number other than zero. Note, however, that the game only seems to allow the first Boss to be completely useable—the other two just seem to kill themselves as soon as you look at them, but there may be a way around this.

LIGHT SWITCHES

Light switches requires two Sprites: The actual switch (use anyone you like) and a SectorEffector Sprite placed in each area you want affected by the light. Give the switch it's own specific Lotag, give the SectorEffector a Lotag of 12 and make its Hitag the same as the switch's Lotag. Shade the SectorEffector(s) to the brightness of the light when on and shade the actual sector(s) to the *lights off* lighting level.

7

Quake

You have to hand it to id for solving the complex problem of how to do a map when you have a true 3D environment—they just didn't include one. Therefore, a walk through, *sans* maps, is quite a bit tougher to do. But here goes.

Quake, one of the newest offerings from id Software, is already an immensely popular game. This chapter provides a numerical list of all of the game's secrets, grouped by level.

EPISODE ONE: DIMENSION OF THE DOOMED

Dimension of the Doomed, the first episode in *Quake* has eight missions. The secrets in each are outlined in the following sections.

THE SIX SECRETS OF THE SLIPGATE COMPLEX–E1M1

1. In the very first room, hang a right and jump on the ledge. Shoot the wall with the red spot on it, and you'll find a box of shells behind it.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Quake*.

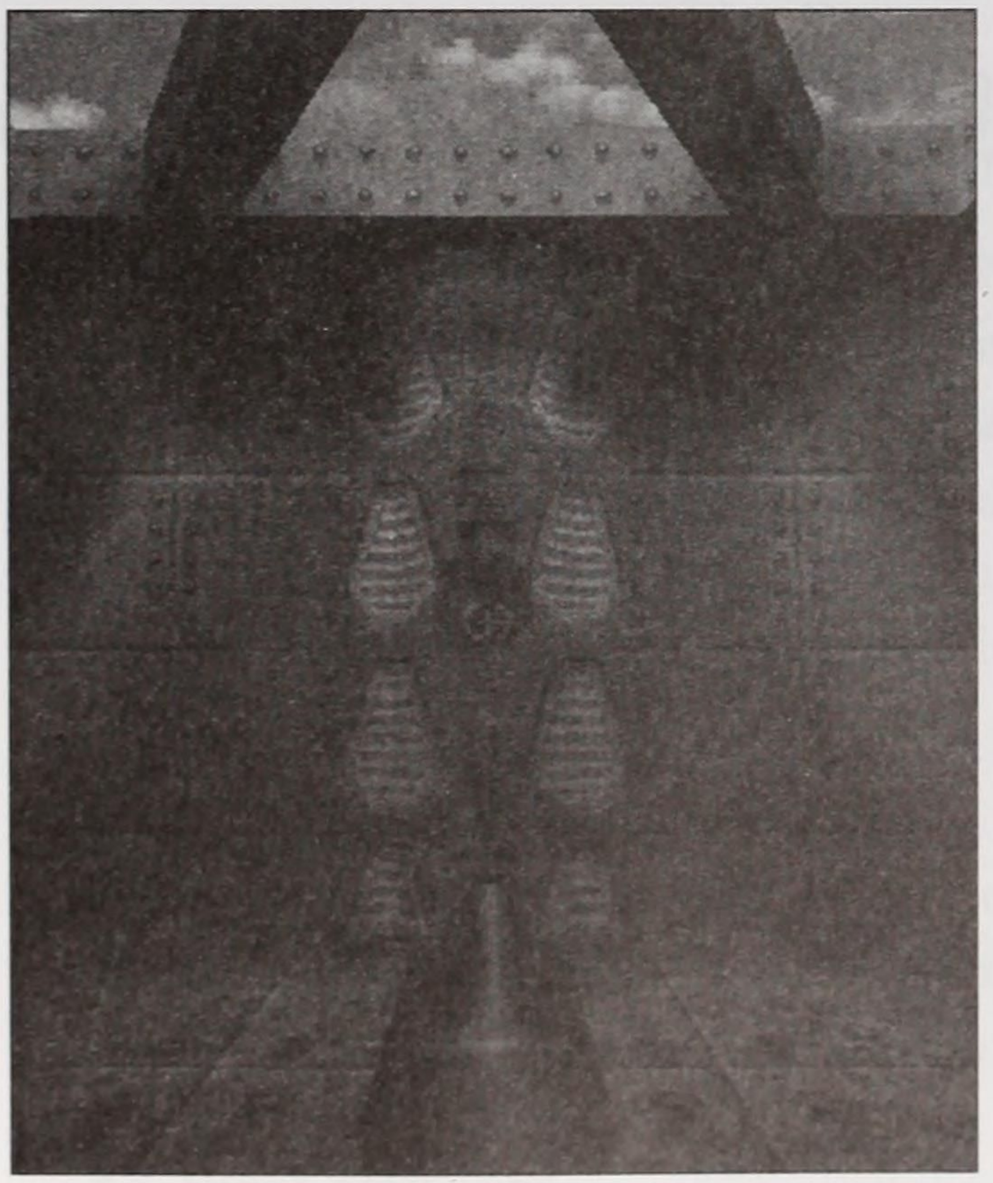
2. After going down the elevator, you'll find a river. Go for a swim and walk on the platform. You'll trigger secret number two.
3. Beyond the bridge, there is a door. Enter the room and hang a right. Go to the

corner near the column in the center and shoot the globe. This will allow you to walk on that ledge.

4. In the room past the previous secret, you'll find a pool of slime. Press the button on the wall to extend a platform across it. About midway on the platform, turn left. You'll see a button on the wall. Shoot it and a door behind you will open.

5. This is a fun one. Past the previous secret, you'll walk down a sloping and twisting path. At the light, turn left and look up. You'll see a room. To get there, jump on the edge of the path, jump on the light and then jump on the steps. It's nearly impossible, but your reward is . . . 100 health.

6. Past the previous secret, take the biosuit hiding in the corner. Jump in the slime, swim under the door, follow a tunnel and you'll find a platform with an armor and some health.



NOTE

To access any of these maps, bring up the console with the ~ key and type **MAP XXXX**, where XXXX is the four character code that precedes each level name in this chapter.

THE THREE SECRETS OF CASTLE OF THE DAMNED—E1M2

1. Immediately dive into the water and shoot the green wall on the right, opening up a secret area.
2. Near the start of the level, find a bridge over a pool of water (there's a red symbol above it). Hop on the bridge. Jump off of it toward the shotgun, going under the gun and to the right. Follow a passage under the bridge. Eventually you'll surface in a small pool. Walk up to the symbol and it'll open, and it's full of goodies.
3. Go back to the bridge and cross it. Hang a right and walk through the door. Hang a left, climb the stairs and walk through the door. Climb and stairs and there will be a column. Push the stone on it and you'll open up a room with a quad damage.

THE THREE SECRETS OF THE NECROPOLIS—E1M3

1. Move forward and off to the left. Go down the stairs and when you reach the bridge, jump down. To your left is an alcove and shooting it will open up a wall.
2. Go back to the first room. Enter the door and shoot the symbol. Follow the passage, cross all of the platforms open the door and jump down into a set of slime tunnels. Follow a corridor up and find a bad guy. Kill him, press the button, kill some zombies and the ogres above, opening the blocked area. Shoot the wall behind the armor, opening it and leading you off to the secret.
3. Go back to the bridge from secret one, cross it and hang a right. Go down some stairs and find a corridor leading to a big pit o' slime. In the room with the key there is a darkened wall—shooting it will drop you into the water and follow the corridor to a ring of shadows.

THE THREE SECRETS OF THE GRISLY GROTTO–E1M4

1. From the room with the spiral stairs, shoot both red symbols.
2. At the lake there's a secret room just off the right from the entrance.
3. In the room above the slime, run over all of the touchplates. Doors will open in the walls. Enter both of them and touch the buttons. A message informs you that a room has opened up. Go back to the lake and find the bright opening. Enter it and a slipgate will take you to the secret level (MAP E1M8).

NOTE

This was taken from Stomped, www.stomped.com. I was only able to reproduce it once.

NOTE

Again, this was taken from Stomped. It's unverified—if someone finds it, let us know.

THE FIVE SECRETS OF GLOOM KEEP–E1M5

1. Jump off the bridge to the right. There's a cave you can swim into and find a secret area.
2. Cross the opening bridge and hang a right. Pass through the gate, jump on the wall and then jump over to the ledge that sticks out from the wall. Go along the ledge and jump where the ogre is attacking you from.
3. Find the room with a split in the pathway. Bear right and follow the corridors to a large room. There's a column in the room. Head butt the torch to open the wall.
4. Climb the staircase from the previous room. Go behind the slipgate and enter it, putting you on top of the building. Get the quad damage and have some major fun.
5. When you're about read to exit, turn around. Shoot the wall that looks a bit odd and you'll find a secret area.

THE FOUR SECRETS OF THE DOOR TO CHTHON-EIM6

1. Jump down from the starting location. Near the lava room, enter the door that opens as you walk down the corridor. Nearby is a fairly obvious hidden door (look for discoloring). Continue to the next room, look up and find the *Quake* Q symbol (it's high up the wall opposite the Q at eye level). Shoot it, opening that previous hidden door. Ride the lift up and when you get to the top, look down and jump on the ceiling, scoring a quad damage (happy hunting).
2. From the lava room, go the room to the left. Press the Q and drop into the pit. Stairs will form (a very cool effect, by the way) and go down them. Enter the trapped room, kill everything, and then go back to the same room. When the walls start to move in, get behind the wall, where you'll find a slipgate.
3. Again from the starting room, go down to the lit up room. Turn left and face the stairs. Head butt the switch on the right, and shoot the red symbol on the other column. Stairs will lower and you'll score some ammo.
4. Wait until the stairs rise again in number 3. A slipgate leads you to some stairs, leading you to a ledge. Jump across to the health box.

THE HOUSE OF CHTHON-EIM7

There are no secrets here, just an incredibly lame Boss. He's easy to kill. Just take the rune, run upstairs, run to the two pressure plates on the side to lower a weapon and press the one in the middle to fire. You'll have to do this at least three times.

THE TWO SECRETS OF ZIGGURAT VERTIGO-EIM8

1. Take the Pentagram of Protection right near the lava. Jump in the lava, swimming away from the pyramid. You should find a small room with a quad damage, some health and a slipgate back to the bridge.

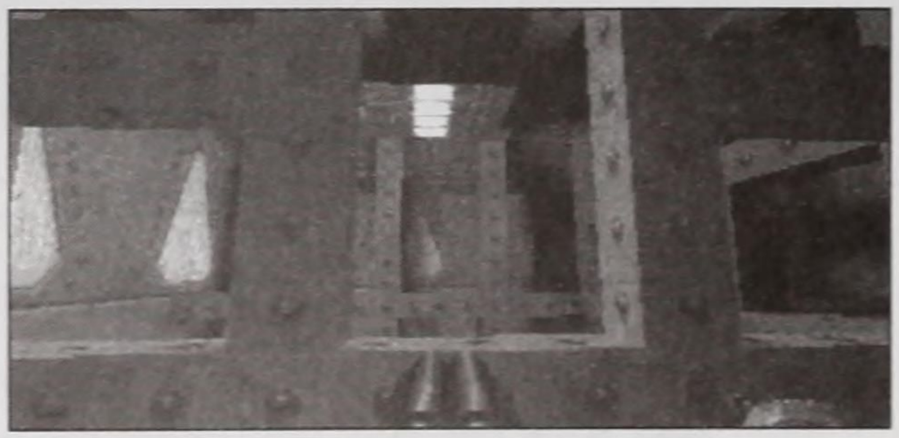
2. Once you get the silver key and unlock its door, take the left passage and follow it to the end. Turn right and shoot into the dark. A door should open.

EPISODE TWO: THE REALM OF BLACK MAGIC

Seven missions make up *Quake*'s second episode.

THE SEVEN SECRETS OF THE INSTALLATION–E2M1

1. From the first room, bear right and jump in the water. On the left you'll find a section that's lower than the others. There's a gap in it you can enter.
2. After you get the gold key, turn around and enter the water below the enforcer. Follow the path to the secret.
3. Go back to the room where you got the gold key. Where the flickering light shines, jump onto the stairs to the right of the grate. The wall above is transparent, leading to another secret.



4. Enter the green slime. In one of the rooms there is a grate on the floor. Shoot it and it will open, leading to two secret areas. As you go through the path, shoot the grate that you pass. Keeping along the path will lead to secret 4.
5. Secret 5 is in the open room in front of you. If it's not open, go back down the path and shoot the lower grating again.
6. There's a room with a bunch of bars surrounding some weird machinery. When you get to one elevator, you can walk right past it into a secret room.

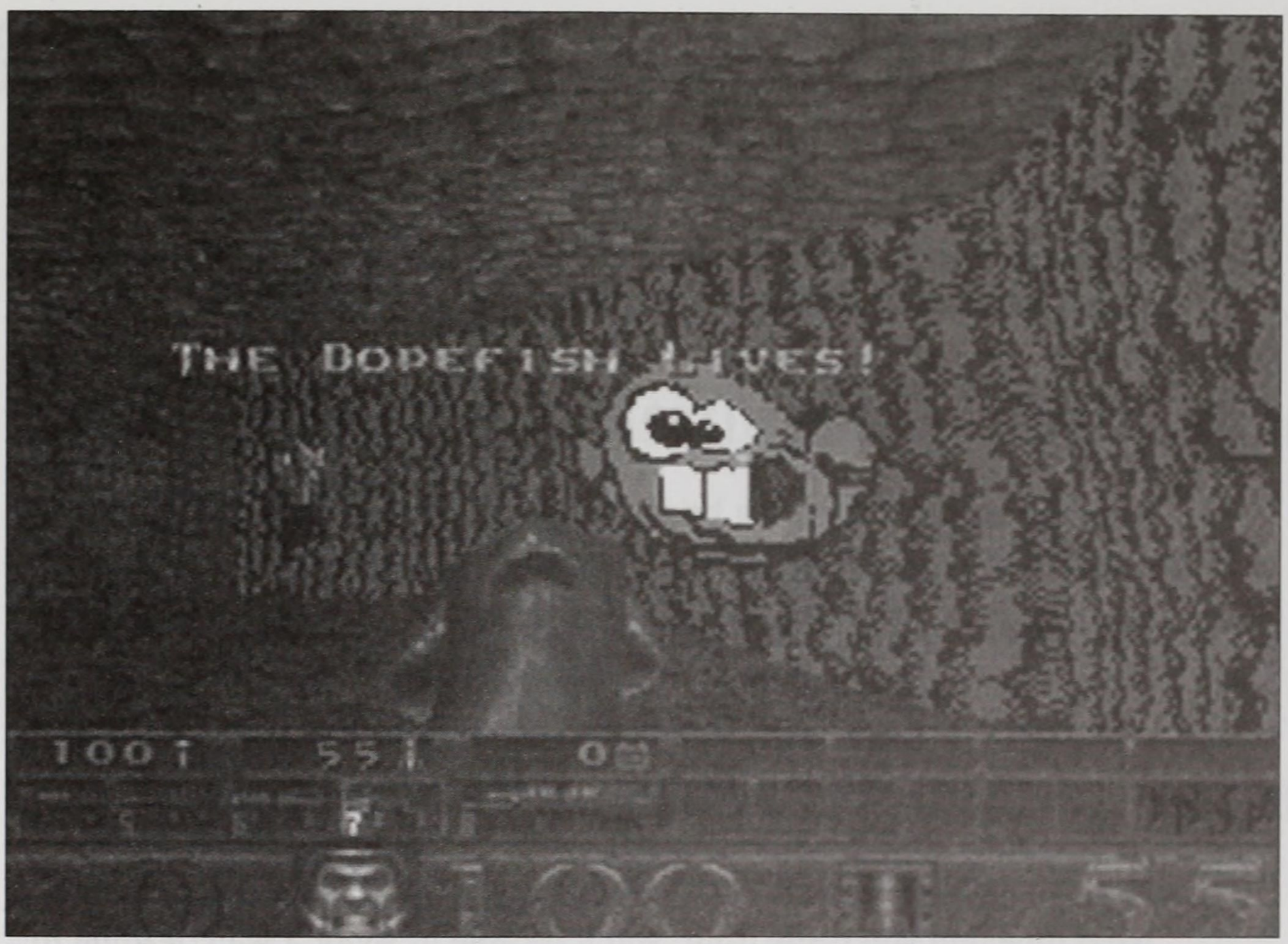
7. There is a gap in one of the bars on its second level. Jump in and find some armor.

THE THREE SECRETS OF THE OGRE CITADEL—E2M2

1. From the first room, jump in the river and go left, into a little cave. An elevator will drop you off in a secret area.
2. But that's not all. Continue following the water until you find an exit with stairs. Up the stairs is another secret.
3. But that's not all (again). When the wall opens, in number 2, hang a right and look out the right window. Jump out the window, being careful to land on the ledge below. Follow this ledge across the river into a secret room.

THE FOUR SECRETS OF THE CRYPT OF DECAY—E2M3

1. From the first bridge, jump off it and head to the opening. From the bigger room, go left, and after going into the room with the arrows, hang a quick right to the secret area.
2. After getting the gold key, kill the bad guys that appear and shoot one of the walls from the rooms that they appear in, opening it. Enter the water and find the barrier—a secret you'll discover later.
3. When you're about to unlock the gold door, you'll see a zombie tossing brains at you (yum). If you shoot him, a door will open and you can follow a ledge to his platform.
4. Near the exit, you'll find a room with two stacks of boxes. Turn around and look up. Shoot the red symbol and you'll lift to the ceiling. Enter the box area and you'll be awarded with a secret. Press the other button and you'll open that passage from number 2.
5. To get to this one, you can take this interesting route. Leave the box room and hang a right. Right before you enter the room where spikes fly through the corridor, look to the right. It's dark, but you can make out a



The Dopefish lives in the Well of Wishes.

quad damage (fire a weapon in that direction if you can't see). Jump over there and get the quad damage. There's a tiny ledge you can follow (hug the wall). It opens to a room you can enter. Enter the water (the Well of Wishes) and at the end you'll be assailed by . . . the Dopefish. Exit this room and you'll be in the room that you opened in number 4. A slipgate leads to the secret level (E2M7).

THE FOUR SECRETS OF THE EBON FORTRESS–E2M4

1. When you first enter the water, hug the right wall and go into the corner. You should sink into a secret area.
2. It's a bit complex how to get there, but you'll find a room with stairs that lead down (you cross a bridge to get there). On the side of the stairs is a wall you can shoot, opening a passage.

3. Continue from this room and find more stairs with a wood-paneled edge. Shoot the wooden area directly ahead of you and climb onto the slanted wood. There's a small edge you can walk along to the newly opened room, where you'll find goodies.
4. In the room with the silver key, enter the slime. You'll find a secret passage with armor and a biosuit.

THE TWO SECRETS OF THE WIZARD'S MANSE–E2M5

1. Near the entrance there's a bridge. Jump off of it and swim around the column, entering the opening.
2. After you get the gold key, examine the walls around you. One of them doesn't match, and shooting it will open the wall.

THE TWO SECRETS OF THE DISMAL OUBLIETTE–E2M6

1. Near the gold door, you'll find a three-way intersection. Depending on what direction you came from, you'll be able to shoot a wall, leading to a secret location.
2. There's a room with water and some sniper cages. Go underwater and look around. You'll see a *Quake* symbol power-up.

THE TWO SECRETS OF THE UNDEREARTH–E2M7 (SECRET LEVEL)

1. At the gold door, there's a brick sticking out of the wall on your left. Push it to open up a room a bit more to the left.
2. After passing through the gold door, go to the slime room. Enter the slime, grabbing the biosuit right below the entrance. At the far end of the room you'll find a place you can swim into, leading to the secret area (just swim throughout the room while pointing slightly down).

EPISODE THREE: THE NETHERWORLD

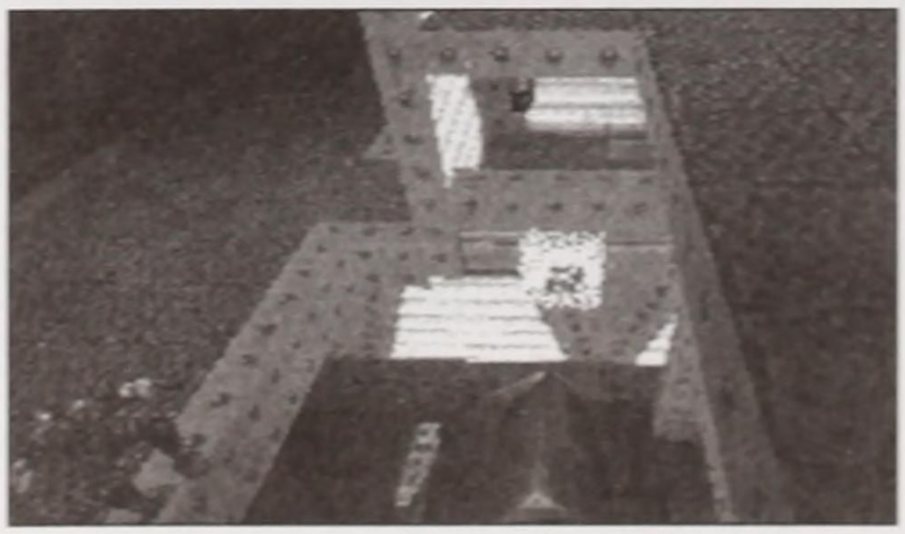
There are seven missions with many secrets in the third episode.

THE FIVE SECRETS OF TERMINATION CENTRAL–E3M1

1. From the entrance, go down the elevator and down the first ramp to your left. Before you hang a right, there's a dark part on the wall on the right that looks primed for shooting.
2. There is a platform over a pool of slime (near the quad damage). Enter the slime and swim down to the bottom. Enter the opening in the wall and transport to loads of goodies.
3. From the platform in 1, go near the stairs on the side of the platform and find an elevator.
4. At the gold door, turn around and enter where the metal boxes are, climbing your way to the top. Shoot the weird wall to open a secret room.
5. From the same location as 3, go past the boxes and jump to the left of the elevator. Take a leap of faith into the shadows (just fire a rocket into the area to see where to jump) where you'll find a small ledge. A secret Quake power will be yours.

THE TWO SECRETS OF VAULTS OF ZIN–E3M2

1. From the start, go to the left. Off to the right you'll see a grenade launcher. Grab it and look down. Lob some grenades down there to take out the zombies and drop down to grab a 100 health.



2. Just to the right of the crucifixion is a wall that looks a bit odd. Shoot it to open a door to a secret area.

3. From the room with the crucifixion, to the side is a room with a Q button. A texture on one of the walls looks a bit off—shoot it and you'll be led to a secret area above.

THE TWO SECRETS OF THE TOMB OF TERROR–E3M3

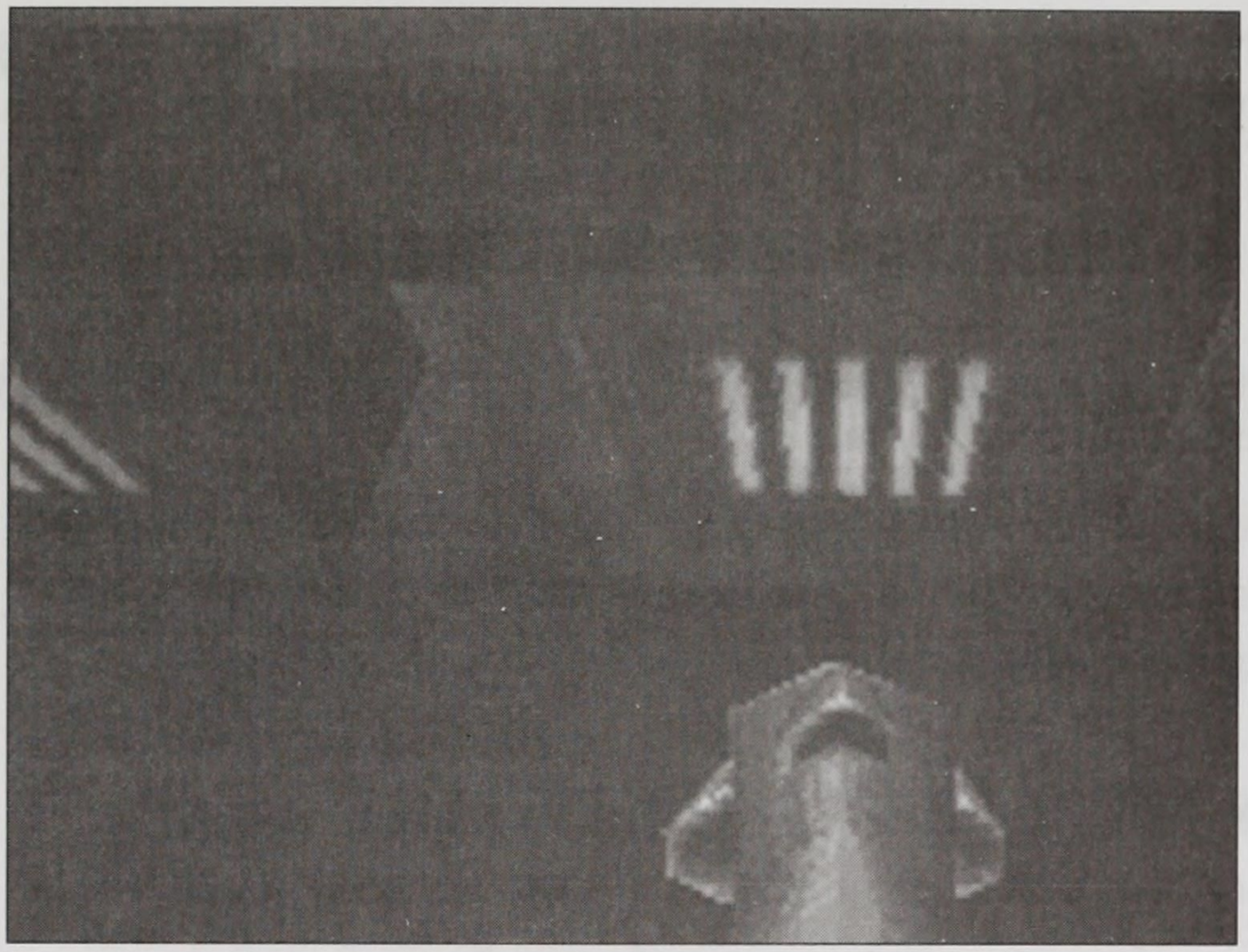
1. After exiting the room with lava, look for a big "Q" switch (it's up and to the right). It opens a teleporter to a room with red armor.

2. From the previous location, turn right at the intersection. At the end of a hall is a little bit of water. Dive in and swim to the bottom to get a 100 health.

THE FOUR SECRETS OF SATAN'S DARK DELIGHT–E3M4

1. After you get the rocket launcher, follow the path until you get to a room where an ogre jumps from a ledge into your path. After offing him, descend down the ramp and go up the one to the left. At the top of the ramp you'll see some small blocks protruding from the wall. You can either climb up them or shoot them, opening a staircase that leads you to the secret area.

2. In the weird platform level (the one over water, and featuring numerous stops), one stop in particular will lead to a secret area. It's the one where there's a grenade-lobbing ogre. Shoot him and hop on his area. Doors will open, leading you to some goodies.



Shooting the lights on the ceiling will open a hidden door.

3. In the same secret area as 2, shoot all four lights to open up a room with a pentagram of protection.

4. After completing the sequence in the platform area, you'll enter a room with some lights on the ceiling. One is yellow. Shoot it, and it'll open a hidden door in a nearby wall. Nearby is a room with a lightning gun. After getting it, look behind the stairs. Jump in the hole to go to the secret level (E3M7).

THE FOUR SECRETS OF WIND TUNNELS–E3M5

1. After exiting the first tunnel, climb the stairs. Search the corners of the room to find a passage you can drop through to a secret area.

2. When you're above the pool, look up and keep an eye out for the a Q button. Shoot it to open a secret area.

3. There's a room surrounded by water, a wind tunnel overhead, and some stairs leading out. Jump in the water, where you'll find two exits. One leads to a secret room.

4. In the end room, shoot the floor in the middle of the room. Enter the hole, but move forward so you don't land on the teleporter.

THE TWO SECRETS OF CHAMBERS OF TORMENT–E3M6

1. After you get the silver key, shoot the button on the ceiling. It will open a door that leads to a secret area.
2. Once past the silver door, hang a left and take the elevator up. Shoot the button on the ceiling to open a door behind you, which allows you to jump down to a secret area.

THE FOUR SECRETS OF THE HAUNTED HALLS–E3M7

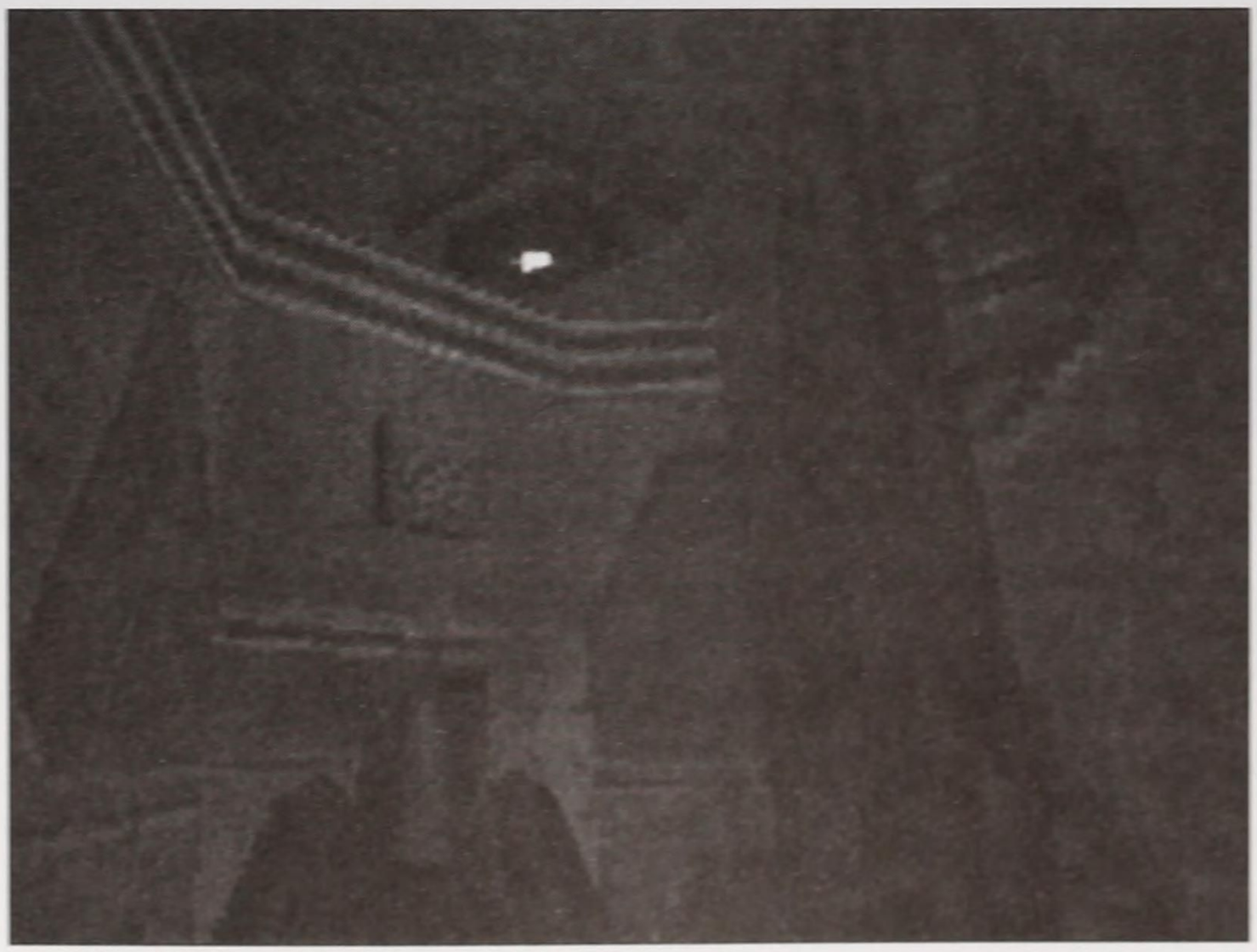
1. Once you get the yellow armor, look for a pair of grates nearby. Shoot one of the grates to open it; it leads to a quad damage.
2. After getting 1, move on and you'll meet up with a vore. After disposing of it, step on the lift, but then step right off. Enter the area below the lift to get a 100 health.
3. Beyond the trap, look up to the ceiling and look for a Q button to open a nearby door.
4. From the same room, press the button to lower the elevator. Look over the edge of the bridge and look for the cage. Jump down on it to find some goodies.

EPISODE FOUR: THE ELDER WORLD

The final *Quake* episode contains eight missions.

THE FOUR SECRETS OF THE SEWAGE SYSTEM–E4M1

1. At the start of the level, hop on the elevator and as you get off, shoot the wall to your right.
2. Above the door near the room with the biosuit is a plus symbol you can shoot.
3. Beyond the gold door, jump and touch the third fluorescent light while running up the ramp. This will open an area to a quad damage.
4. In the last underwater room near the exit, look up and swim to the secret room.



The final *Quake* episodes begin in the sewer.

THE FIVE SECRETS OF THE TOWER OF DESPAIR–E4M2

1. In the opening room, shoot the red windows to reveal a button. Press the button and it will lower the bars around the shotgun.
2. After leaving the first room, turn right and shoot the wall at the end of the hall.
3. Press the button after finding the secret in 2 and shoot the door. This will lead you to the ledge in the first room.
4. In your travels you'll come across a room with another window similar to the one in the first room. Shooting the window opens a passage. Jump onto the beams opposite it and, while facing the open window, turn to the right to go to a secret area.
5. Now jump into the window in 4. Turn right from the button and shoot the wall to find another secret area.

THE THREE SECRETS OF THE ELDER GOD SHRINE–E4M3

1. When you get to the room with a small pool of water surrounding a lift, walk through the stained glass windows to find all sorts of goodies.
2. Go toward the area with blue walls. Find a gold button on the wall, and after pressing it you'll lower to a secret room.
3. From secret 2, go under the lift to teleport to another location.

THE FIVE SECRETS OF THE PALACE OF HATE–E4M4

1. Go up the ramp from the first room, and shoot the symbol above the archway, opening a secret room.
2. Once past the archway, enter the pool of water for a complete healing.
3. In one of the blue brick areas, you'll see a low section of wall. The wall opposite will lower if you run to the end of the hall and then back. Hop on it and then off to a secret room.

4. There's another of those *secret areas under the lift* areas. Look for a wooden platform that leads you to an upper level. Hop off after activating it and enter the secret area.

5. Near the silver key is a slipgate. To get to it, you'll need to rocket or grenade jump (a *homage* to *Marathon*). Make sure you have a lot of health and fire a rocket or grenade into the ground just as you jump to the area. Good luck (you'll need it).

THE FOUR SECRETS OF HELL'S ATRIUM—E4M5

1. In the area with a bunch of zombies, press the button on the floor, which opens the windows. Off to the left will be a larger opening. Shoot inside of this opening to open an elevator that takes you to the level above. Jump in the slime to get a pentagram of protection.

2. From the ledges in 1, go to the left and jump over the gap in the ledges, turn right, and move toward the left of the wall. Look for an opening to a room with wooden arches. Jump on them for some goodies.

3. From secret 2, look for a beam with a cell. Get to it for another secret.

4. Once past the gold door, step on the plate in the middle of the room. Ride the elevator up and shoot the sun symbol to open a secret room. To get to the secret level, get the silver key but don't use it to activate the bridge near the exit. Instead, hop on the sticks to get across the lava (very tough) and, once across, turn left to open a door with the key, leading you to E4M8.

THE FOUR SECRETS OF THE PAIN MAZE–E4M6

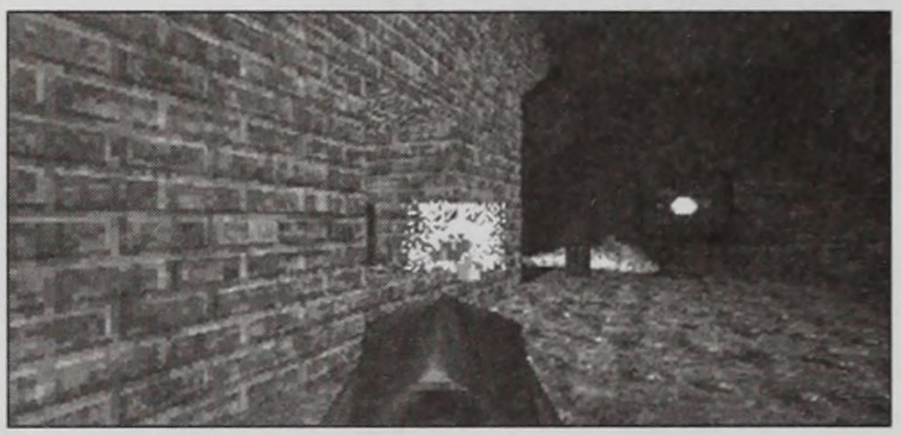
1. From the starting room, looking behind the columns to find a switch. Press it and enter the new room.
2. Jump into a pool of water outside the church. Swim around while looking up. You'll find a gap you can exit to find a biosuit and other goodies.
3. There is a room with wooden beams and a red armor. Near the red armor, shoot the red circle on the ceiling. A beam will raise, leading to the armor (if you're on the wrong beam, wait until it returns to its original position, get on it, then shoot the circle again).
4. Underneath the elevator in the same room as 3 is a secret room. Shoot the green wall under the water to enter it.

THE NINE SECRETS OF AZURE AGONY–E4M7

1. If you go after the quad damage, you'll drop into a pool of slime. You'll see a slipgate to exit, but instead go off to the right to another slipgate. Take it to a secret area.
2. When you find the room full of water, enter it and shoot the wall underneath the pentagram of protection.
3. While underwater, shoot under the quad damage.
4. Secret 3's slipgate will trigger secret 4.
5. After teleporting in 4, look down and to the left. Shoot inside to kill the vore, opening the area.
6. Shoot a switch near the staircase from 4 and 5. This will raise you to a secret ledge.
7. Press the button near the biosuit underwater in the red brick area.
8. From secret 6, shoot one of the two brightened spots to open a door.
9. Shoot the other brightened area from 8 to open another door.

THE FOUR SECRETS OF THE NAMELESS CITY—E4M8

1. Near the beginning, you'll see the gold key above. Enter the room below and bear right and follow the passage to a ramp. Press the button on the wall (you'll have to jump to it), and this will open a wall with zombies. There's a platform with a secret room above it. Figuring out a way to lower the platform is quite difficult, but a rocket hop is another way to get there. Your mileage may vary.



2. From the same room as 1, jump down the hole, hugging the wall. There's a platform about half way down.

3. Collect the gold key and open the gold door nearby. That triggers a secret.

4. After passing through the silver door, hang a right and go up the ramp. Drop through one of the openings in the floor.

C

MechWarrior 2

The rotors on the hoverlorry spun up to a high-pitched screech as it lifted from the tarmac and roared off back toward the spaceport. The wind howled and the group of similarly featured teenagers who had been so unceremoniously deposited in this deserted place shivered in their cold-weather gear and looked about them at their bleak surroundings.

Standing before them, as motionless as an icon, was a Jade Falcon warrior. Dressed in a lightweight jumpsuit and heavy boots, he wore an even lighter jacket, his only concession to the harsh, frigid conditions, and even then he had the sleeves rolled up above the elbows. The windbreaker bore numerous patches commemorating the units its wearer had served with, the places he had been. Scars on his face and exposed arms gave testament to the battles he had fought in. He stood and silently regarded the cadet Sibko, like a predator watching a flock of prey.

Eventually, one of the cadets gathered the nerve to approach the warrior. Snapping to attention, the cadet shouted, "Cadet Sibko Buhallin-438 reporting for training, sir!"

The warrior's arm became a blur and then the cadet was on the ground, unconscious, with a large, purple bruise starting to form over his left temple. The warrior coolly stepped over the prone form before him and addressed the remaining cadets. "My name is Falconer Greel. It is my task to either make you into warriors or to break you and release you to a lesser caste. As I can see that you are not worthy of the warrior caste, I think I shall break you.

"Your first lesson is that you will never respond to me or address me in any way. If I give you an instruction that requires a response, you will speak as if to the wind. For that is what I

CD-ROM

Check out the CD-ROM included in this book for the demo version of *MechWarrior 2*.

am, the cruel wind of this place that will either teach you what you are to learn or destroy you. Probably both, from the looks of your pathetic selves. When your Sibkin awakes, you will pass this lesson on to him.

"Welcome to Ironhold, freebirths. Now, pick up your friend and follow me."

BASIC TRAINING

At ease, cadets. As we have a great deal of material to cover today, I suggest you pay attention, and I'll dispense with the usual beatings and get right into the lesson plan.

Before you, you will find your Universal Cockpit Simulator. Within the confines of this device, we can simulate any BattleMech currently available to our Clan as well as virtually any combat situation. While these are mere toys to a real Warrior, they will allow you to familiarize yourself with the controls of a BattleMech before you are actually provided with one. Climb into your simulator and adjust the controls so you can access them easily.

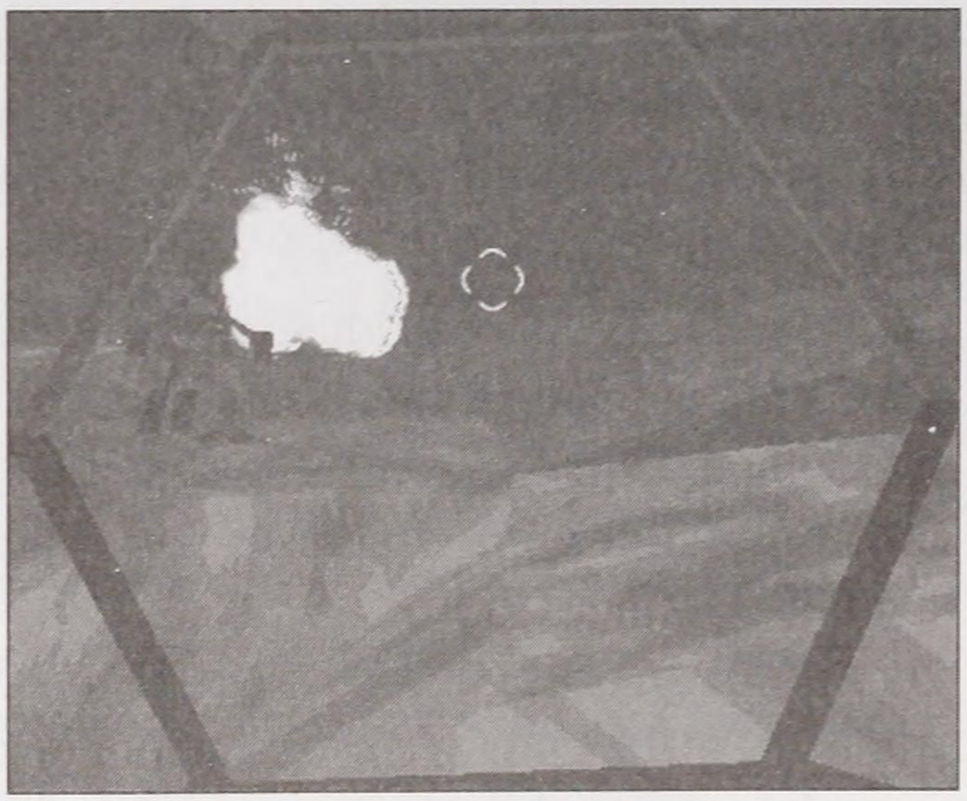
COCKPIT CONTROLS CLASS

The controls of a Clan BattleMech are almost completely re-configurable. This is yet another example of the Wisdom of the Clans. This allows a unit to perform virtually any role by simply reconfiguring the cockpit to suit its mission. For example, if your mission is to inspect buildings in enemy-held territory, you can place the sensor toggle in a more convenient place, while it would normally be ignored for a more useful feature such as enhanced imaging on a straight combat drop. This can give you a vital edge, and I encourage you to remember to always review your cockpit controls prior to dropping. Remember, the less time you spend fumbling about the cockpit for some vital control, the more effectively you will perform your duties. Your system can save up to four configurations.

As a basic configuration, I prefer to slave my torso to the rotation of a trackball unit. I key the throttle to the up and down keys on the keyboard unit, with directional control determined by the horizontal arrow keys. I then configure the various targeting and view screen features to these very same keys, but coupled with the Control, Shift, and Alt keys. This allows one hand to perform virtually all the tasks necessary during combat while the other hand handles the targeting and firing of weapons.

Remember, the default configuration of your cockpit was determined by members of the technician caste, who have certainly never been in combat. You would be wise not to trust their judgment.

Now, select and fire a weapon. Notice the heat bar at the bottom of your Heads Up Display (HUD). BattleMechs generate heat when they fire their weapons and to some extent while moving. This heat is dissipated to the surrounding environment by heat sinks, whose efficiency may be increased or decreased by environmental conditions. By repeatedly firing heat-producing weapons the temperature of your BattleMech will rise and systems will begin to shut themselves down in order to avoid damaging their components. You must be cognizant of your BattleMech's heat level at all times. Should you allow your BattleMech's temperature to rise to a point where the engine shuts down, you will be easy prey and bring great dishonor upon the Clan. A chart detailing how much heat each weapon generates can be found in your manual, but I am sure you have already memorized it.



One important tool in managing your heat is proper weapons allocation. There are several philosophies on this subject. Some Warriors prefer to slave all the weapons of a particular range to one trigger, thereby conserving short-range ammo when engaging long-range targets. Others prefer to place weapons so that they can maintain a steady rate of fire for long periods of time, recycling one tic while firing the other. Others simply like to move high-heat producing weapons to an unused tic so they won't be fired except in dire emergencies.

Each of these philosophies are valid, and will be more useful to you when you consider them in the context of the mission you are to perform. For your first few missions, I would expect you will be engaging your targets at closer ranges due to your inferior targeting skills, so you would be wise to consider a heat-management approach. Hold your fire and move in an evasive manner until you close the range and then destroy your opponent while his BattleMech is hot and his weapons are cycling.

BATTLEMECH PILOT TRAINING

Now that you have been fully educated in the proper configuration of your BattleMech's controls, you are ready to take your place in the real thing. No, you freebirth, we are not going to give you a Dire Wolf yet, you will pilot a Firemoth and be happy with it!

Your first few training missions will be rather simple, just follow your instructor's orders to the letter and you will be fine. I warn you, do not anger your instructor. He has a very short temper. Rather than bore you with the details of this training, I will leave it to you to discover these courses in due time. I strongly recommend that you complete the training before attempting any missions.

After completing your cadet training, you will be assigned missions, and in order to prepare you for this we will now take a walk-through of a sample mission. Activate your simulators and select the mission entitled Arkham Bridge. This is a very simple mission, but it will enable us to explore several aspects of solo combat.

After you are dropped on the planet's surface, you should perform a systems check and go through the following checklist:

1. Get your bearings and assess your current situation. This involves not only targeting your first nav point, but also checking your radar and satellite screens for enemy activity. Not all drops are made in safe territory. If the enemy is nearby, you will have to decide whether or not to engage. Remember, your duty is to your Clan, not your glory.
2. Configure your weapons. You should have decided how you would configure them prior to dropping. You might also select light amplification or enhanced imaging at this point, should you need it.
3. Move on to your first objective. If you have starmates, you would also re-assess your formation at this time.

Having completed the above checklist, you will see that your first nav point appears to be inside a mountain range. If you switch to satellite view, you will observe that there is a pass through the mountains. You will navigate this with all haste and eventually come upon a farming village where members of our laborer caste are being systematically destroyed by members of Clan Wolf. You could take this opportunity to mete out cruel retribution to these surats, but in doing so you will lose your primary objective, which is to defend the factory complex. Select the next nav point and begin moving toward it at full speed.

As you make your move toward the factory, the Wolves will break off their attack on the village to strike at you. This points out an important tactic. Often you can lure your enemy away from a target by presenting yourself as a more attractive target. You may wish to trade a few shots with the Wolves at this point, but do not allow them to slow you down. You must get to the factory, and you shall see why as you draw near.

When the factory comes into view, widen your radar scan and you should see more Wolf BattleMechs attacking it. You must attack these 'Mechs at your earliest opportunity. Observe how they will attempt to continue their mission even though they are taking your fire. The other units will attempt to draw you away so that their starmates can complete the destruction of the factory. This is where the superior discipline and genetic heritage of a Jade Falcon warrior will show its mettle. In order to successfully defend the complex, you will need to keep the enemy BattleMechs disoriented and concentrating on you. Fight like the namesake of our Clan, shifting targets and striking mercilessly until they begin to fall apart.

For those of you with the mettle, it's now time for you to prepare for your next lesson.

ADVANCED TRAINING

Cadet Trent lined up his crosshairs up on the floating target and pressed the firing stud. A wave of heat washed up into his cockpit and was quickly dissipated by the Firemoth's heat sinks as the lasers powered up and fired. Pulses of coherent light spat from the BattleMech's arm-mounted weaponry and streaked toward their destination. Trent grimaced as his shots went wide, missing the spheroid by a half meter. Immediately, a light winked to life on the comm-link panel and the speakers in the Cadet's neurohelmet filled his head with the anger of Falconer Greel.

"Trent! You misbegotten freebirth surat! You could not possibly have been the product of Captain Jade Falcon's eugenics program. I will begin an investigation of your background immediately! I will cleanse the honor of our Clan by finding some proof, somewhere, that you actually belong to Clan Wolf and were sent here on an honorless mission to hamper our training efforts by driving me insane! Return to the beast, your training is over for this day."

Greel's harangue of derision continued as his cadet maneuvered the 20-ton 'Mech off the target range and back to the training center's Mechbay. As the five-minute journey wore on, Trent's control of his BattleMech grew shaky and imprecise, prompting still more acid-laced comments from the training instructor. By the time Trent was supposed to begin slowing his biped war machine in preparation to park, he was a quivering, emotional wreck,. shaking with fury, fear, and self-doubt.

As a result, Trent accidentally hit the MASC activation switch when reaching for the toggle to power down his weapons.

The Firemoth broke into a sprint, accelerating from 20 to over 150 kph within the space of two seconds. Shocked into inaction by his blunder, Trent found himself unable to take any action other than to cover his face as his 'Mech crashed into the base's mess hall. The outer wall was well-built, and it absorbed most of the thrashing machine's kinetic energy before giving way completely, showering the diners and kitchen staff with ferrocrete blocks and other debris. The Firemoth fell on its face in a pile of tables, chairs, and diners, coming at last to a halt. Trent popped the rear hatch and stuck his head out to survey the carnage his misdeed had wrought. Among the sounds of falling rubble and the moans of the injured, the Cadet heard a sound that caused the temperature of his already chilled blood to drop another few degrees.

He heard the footsteps of Falconer Greel's Mad Dog, approaching from behind . . .

'MECH SELECTION

Let's get on with your advanced training, cadets. I see there are fewer of you for this lesson, but that is to be expected. Not all can attain the honor of the Warrior Caste. I trust the remainder of you will take that reality to heart, and redouble your efforts to succeed in your training. For those of you who might be wondering, I hear Laborer Trent is adjusting well to his new duties. I suggest that *if you do not wish to share his fate*, you will pay careful attention to this lecture.

A vital part of the planning of any mission is the selection of the proper tool for the job. Your primary consideration in selecting your BattleMech should be what 'Mech will allow you to complete your mission. If you expect to be in the field without

re-supply for an extended period of time, you should give more weight to energy weapons over those using ammo. If you are to penetrate the enemy's defenses and raid their support echelons, you may do well to consider speed over armor. And, of course, the Clan hates waste, so you will be expected to take the least amount of force your skill will allow. With that in mind, let us turn to a quick survey of some of the points you should consider, as well as which 'Mechs are of use in certain situation.

First, consider your primary objectives. This is most important, because if you can not complete these objectives, the entire mission is a wash. In missions where you are to destroy enemy forces, for instance, you will want the maximum firepower and armor. The obvious choices for this sort of mission are the lumbering, assault class 'Mechs such as the Marauder, Warhawk, or Dire Wolf. While all of these are excellent choices, they all give up mobility for copious amounts of armor, heat sinks, and weapons. You might bid a little lower and take a primary variant Stormcrow. This little murder machine has a good punch, the heat sinks to keep the pressure up, and it has one of the best armor-to-speed ratios available. It can stay with the light 'Mechs, dodge the fire of the big monsters, and keep up an excellent rate of fire. It will make for a glorious test of your skills, when you are ready for it.

If you find the Stormcrow a bit light for your tastes, you might look into the Timber Wolf, which is slightly slower, but generates a more profound punch. The twin LRM-20s can take down anything in two or three volleys, and the impressive array of backup weaponry helps it to survive after the missiles are expended.

On other missions, the destruction of the enemy is secondary to destroying his infrastructure. Here you may find yourself ignoring enemy 'Mechs in order to pound away at some antenna or convoy. Speed and armor are primary concerns. While missile weapons have a high damage capacity, you will need to save them for your target, which means that in many engagements you will find yourself undergunned.

The Mad Dog, which I would normally scorn, is useful in a situation like this. The primary variant has dual LRM-20s, and the arm-mounted laser arrays can help you to punch a hole through enemy defenses. Its speed can be used to bypass heavier units. Its downfall is that it is lightly armored. A better choice might be the Stormcrow-A, which provides you with a single LRM-20, but better armor and speed.

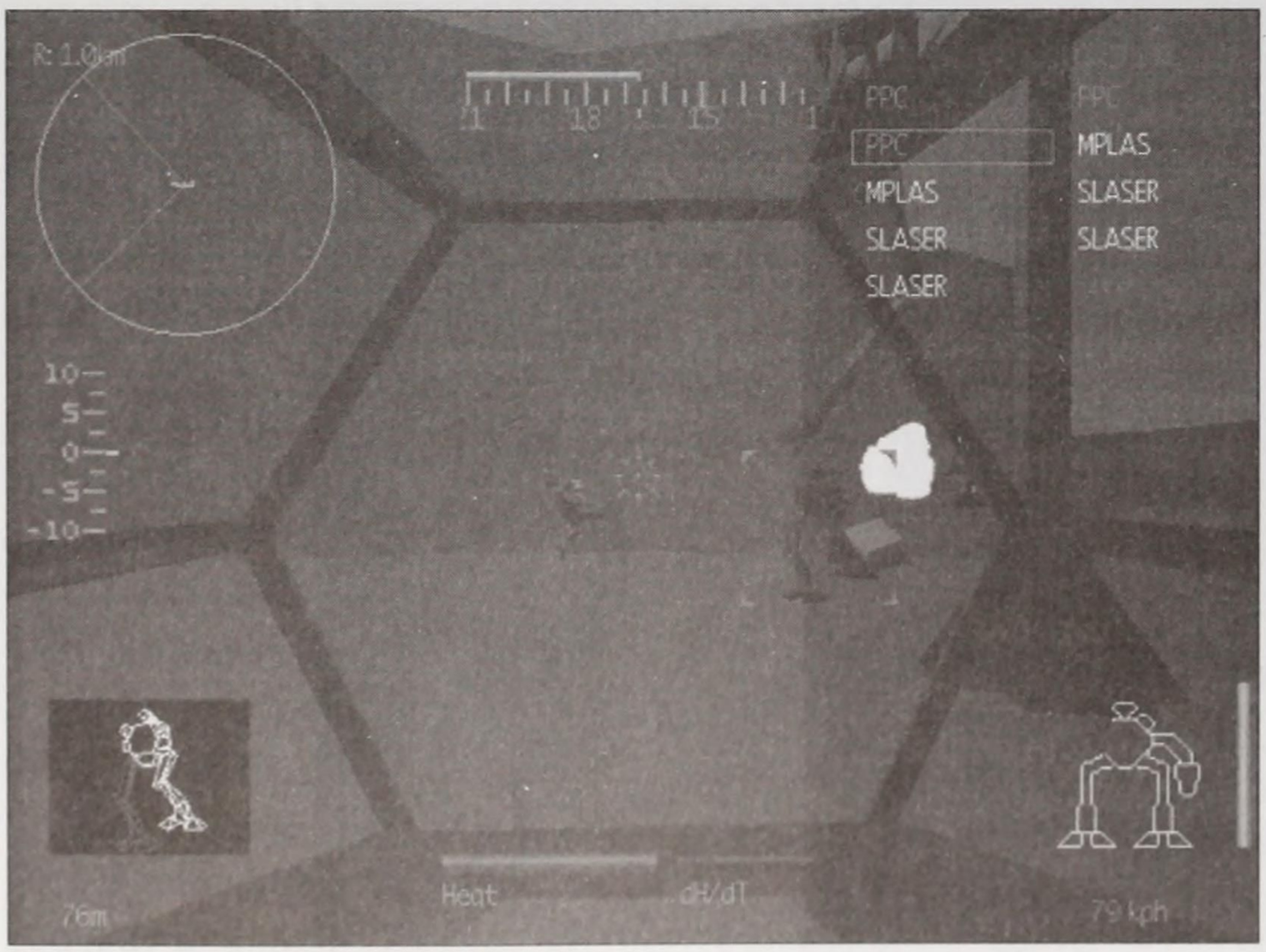
Finally, on some missions you will play the role of defender. Whether the object of your defense is a facility, a moving convoy, or another 'Mech, speed and staying power will be of primary importance. At the upper end of the weight scale, the Gargoyle and Marauder are excellent choices, as both combine the necessary elements of armor, maneuverability, and firepower. Moving down in weight, the primary or D-variant of

the Timber Wolf can serve you well, but you will need to exercise caution to protect your arms from enemy fire. If you lose an arm, you lose a sizable portion of your weaponry. While this is always the case, in a defensive mission enemy units can ignore you and concentrate on their objective.

TARGETING TACTICS

Now that you have an idea what you will be doing and what you'll be using, we will consider how to use your 'Mech properly. When faced with enemy forces, there are two possibilities: fight or flight. Only one of these will bring you honor, but the other may indeed be necessary to ensure the survival of yourself, your BattleMech, and the completion of your mission. If you must flee, or if you want to make the enemy think you are fleeing in order to make them follow you, consider two things. They will be behind you, firing at your rear armor; your weapons do not fire backward.

If you are fast enough, you can throw off their fire by jinking from side to side. When doing this, you must be aware of enemy units that may be getting close on one side or the other. By dodging to the side, you should get an opportunity to snap a shot off at these units. If you can take out that 'Mech's leg, it will be unable to continue the



Fighting is the only honorable option.

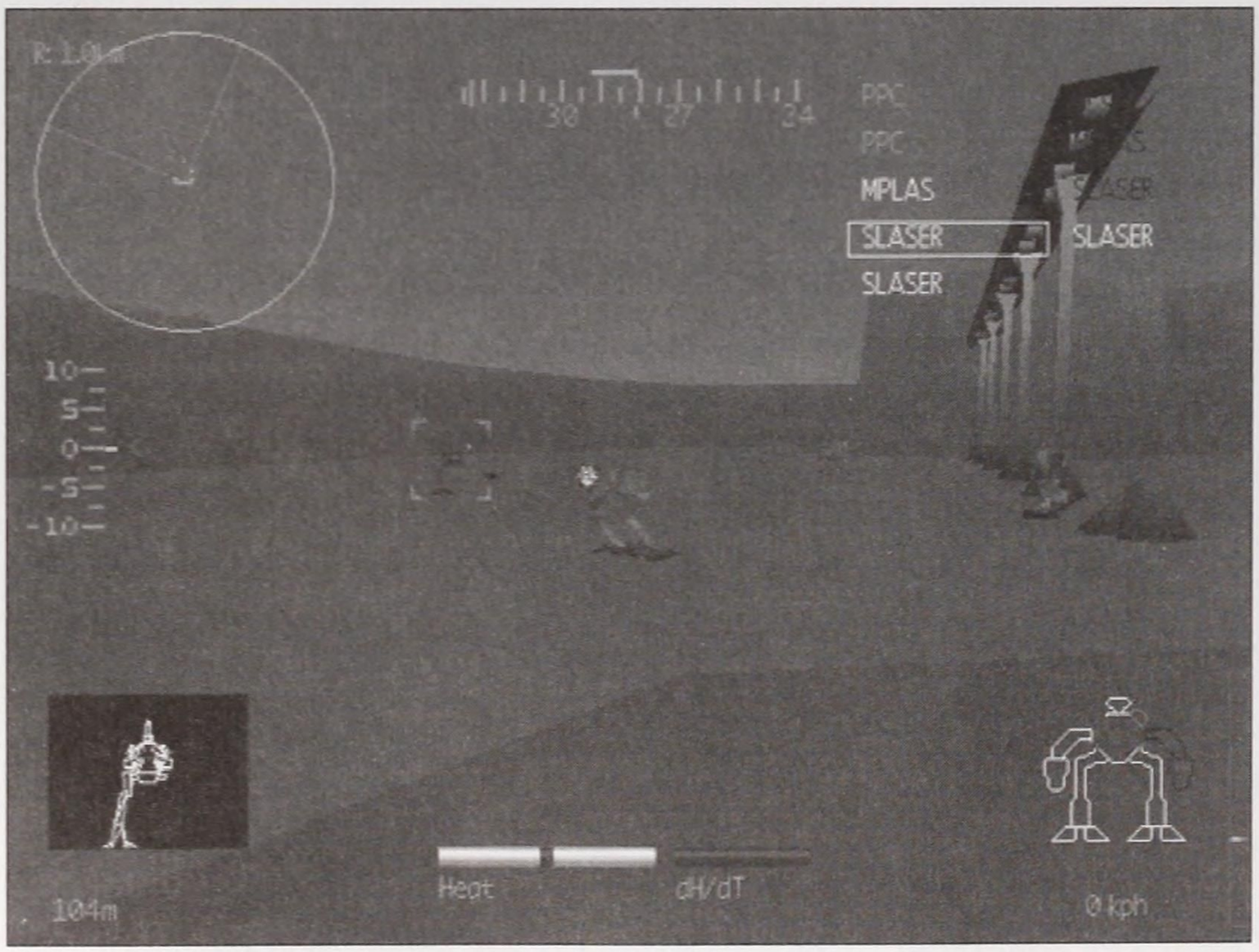
chase, and your chances for success will increase. In many cases, disabling a 'Mech is as good as killing it.

The other good reason to remove a leg is that you can kill the 'Mech later by removing the other one. That makes this a valid tactic even for missions where the destruction of enemy forces is primary. After pinning forces in place, their threat can be eliminated simply by putting terrain between you and the enemy. You can then concentrate on still-active units and go back and finish off the motionless enemy at your leisure.

All light and medium 'Mechs (with the exception of the Nova) can be dealt with easily in this way. It is also a most useful tactic when you are grossly outmatched and in urban terrain, such as during a Trial of Position.

An opposite strategy is to remove the enemy 'Mech's arms. This cuts down on its weaponry considerably, enabling you the time to cut through to its engine and destroy it outright. This works well on Mad Dogs, Summoners, Riflemen, Novas, and most assault 'Mechs. When fighting as part of a star, your starmates will usually aim high and weaken the arms first. You can use this tactic to declaw your opponents and maximize your resources.

One note to store in your databanks: the best way to take down a true monster 'Mech, such as the Dire Wolf or the Inner Sphere's Battle Master, is to target the torso



Removing a 'Mech's arms reduces its available weaponry.

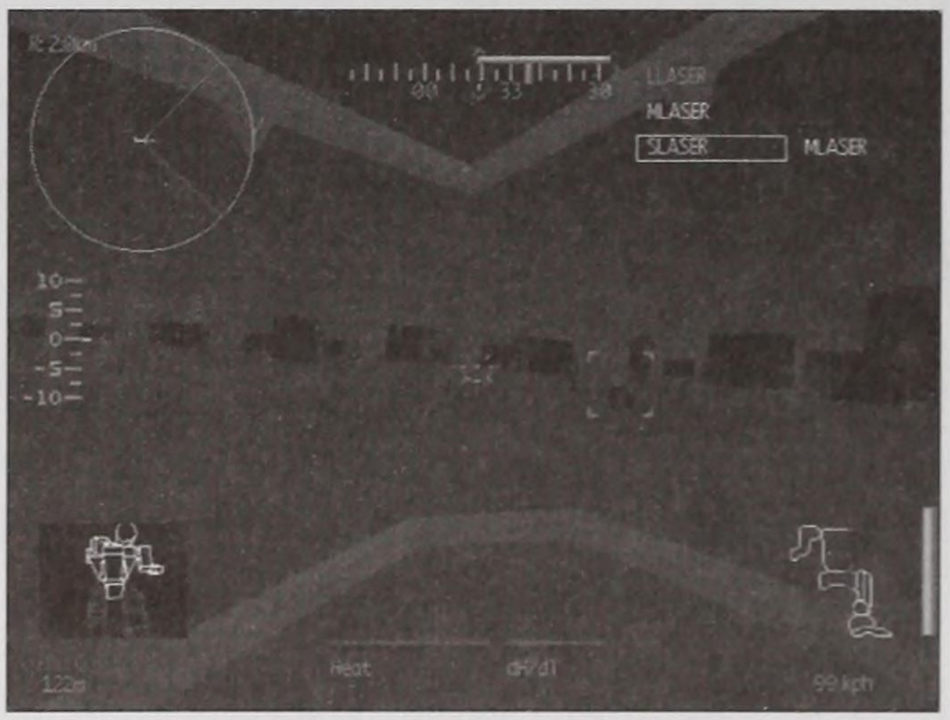
with LRM-20s. Usually, after two or three volleys, one missile will find its way inside and destroy the beast. The trick is to survive long enough to get that many volleys off. Finally, remember that the BattleMaster becomes a lit less scary if you remove his right arm and pelt him from long range.

A CALL TO TRIAL

". . . and in that year, the betrayer-who-once-led-us-all came to deceive the Wolf, perverting the Clan of Kerensky and enlisting it in his vile scheme to destroy the Falcon and forever deny the people their rightful destiny." —The Remembrance (Clan Jade Falcon), Passage 533, verse 12, lines 22–24.

STARMATES

As you progress in your career as a MechWarrior, you will be given opportunities to prove your ability to handle ever-increasing responsibility. The tasks you will be expected to perform will be more complex, as well as more important to the Clan's well-being. As such, you may be placed in command of other MechWarriors. While those placed under you may sometimes be newly-graduated cadets, the majority will usually be older veterans who have passed their prime as warriors and failed to die in combat. For these men and women, their only hope is to die on the battlefield before age weakens their abilities to the point that they fail to test out and are released to some lower caste. It will be your task to take these disparate individuals and use them as tools to serve the needs of the Clan.



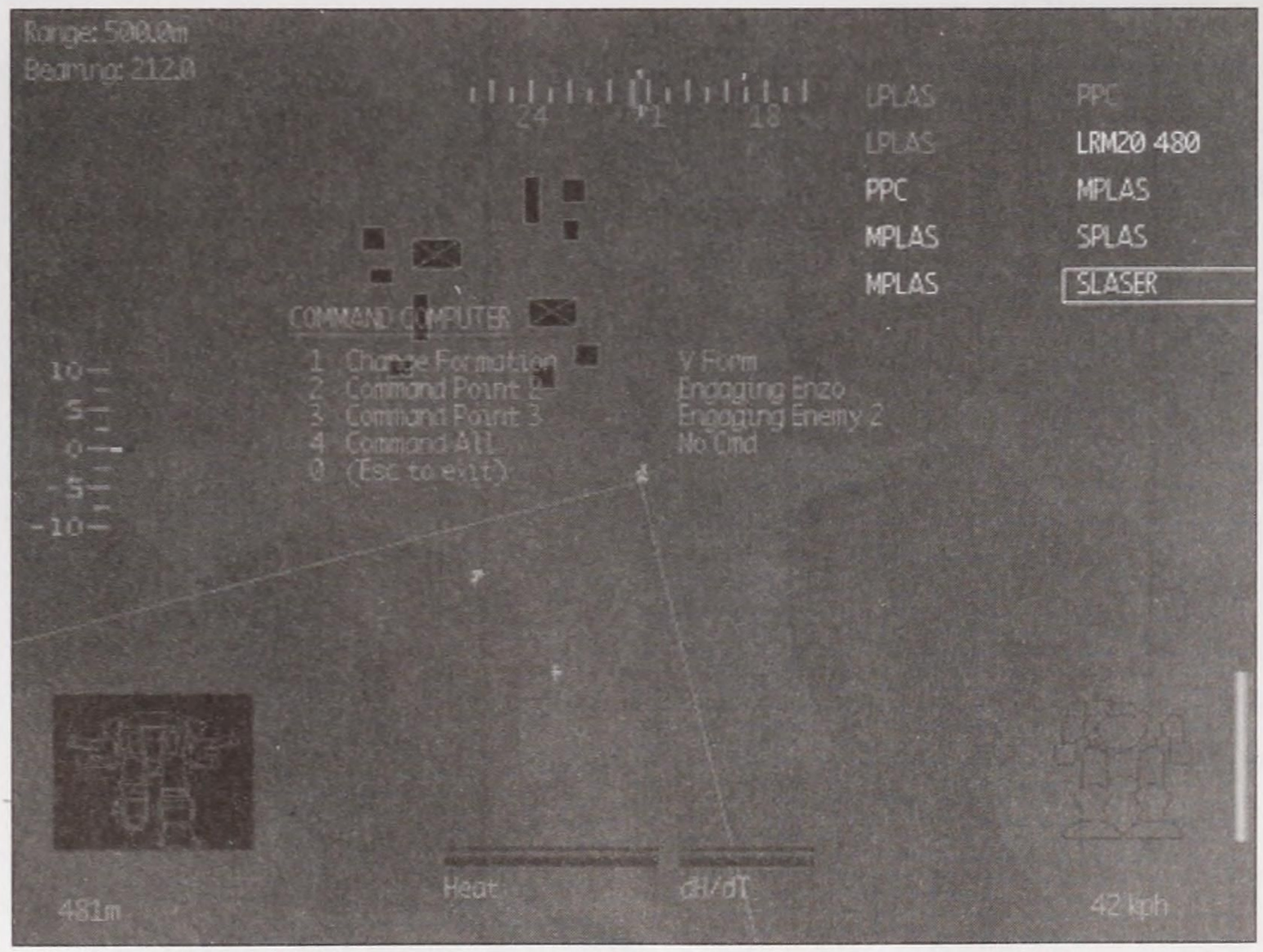
One must know the abilities of those he is to lead if one is to be an effective leader. For the most part, these pilots will have adequate skills to accomplish the task at hand. You may find them tactically deficient, preferring a slugging match to a game of hide-and-seek.

Their targeting skills are usually excellent on slow or non-moving targets, but they have a great deal of trouble handling high-speed crossing targets. If you assign a slow-moving wingman the task of bringing down a Jenner or a Firemoth, be prepared to wait for a good long while. On the other hand, if you have the time, it can be an enjoyable source of entertainment.

On their behalf, I will state that you will find them to be excellent pilots. They seldom blunder into structures, and rarely overheat. The problem is that they often follow your instructions a bit too eagerly. For instance, if you assign a target to your wingman and the target maneuvers to a point where it is between your wingman and some vital structure, the wingman will happily blast away regardless of the risk to the structure. This is not a good thing in this situation, you would do well to order your wingman to protect the structure above all else.

STARMATE CONTROL

One problem you will encounter is that in the heat of battle it can be very difficult to keep track of your starmates, much less give them intelligent orders. For this reason,



To decrease fumbling when you need to issue orders, you might leave your command menu on screen at all times.

your BattleMech is equipped with a command system which allows you to transmit pre-generated orders over a scrambled, tight-beamed comm link. This allows you to assign a target, and have the coordinates automatically loaded into your subordinate's targeting computer, without using imprecise, and often misunderstood, speech.

The problem with this communication system is that the Technical Caste has put it in an extremely inconvenient location. Finding the Ctrl+1, 2, or 3 keys in the heat of combat can be quite difficult. If you find that this is hampering your effectiveness in the field, I suggest that you try leaving the command screen on in your HUD at all times. After some practice, you will have no trouble fighting *through* the menu. If you try this, remember that you will be giving up the ability to use the number keys to set your 'Mech's speed.

TEAM TACTICS

Leading a team in combat is an entirely different experience from simply going it alone. As a star commander, you must ensure that your performance is consistent with the highest standards, and you must get the most out of your starmates as well. This can be accomplished only if you are aware of the talents of the average Clan MechWarrior.

For instance, any warrior under your command will be capable of dueling an enemy BattleMech, and will probably win. It will take that individual a considerably longer time to do this than it might take a superior combatant. The problem comes in situations where you must strike and move quickly. You will be fighting the clock while your partners are still off dueling their opponents.

To make matters worse, they can get so caught up in their individual struggles that they forget the importance of the mission and refuse your call to rejoin your formation. That kind of rash emotionalism is to be avoided, but not all warriors are up to the task, and this is why many of these individuals have not advanced in rank by now. Therefore, think of the following before assigning a target to a wingman:

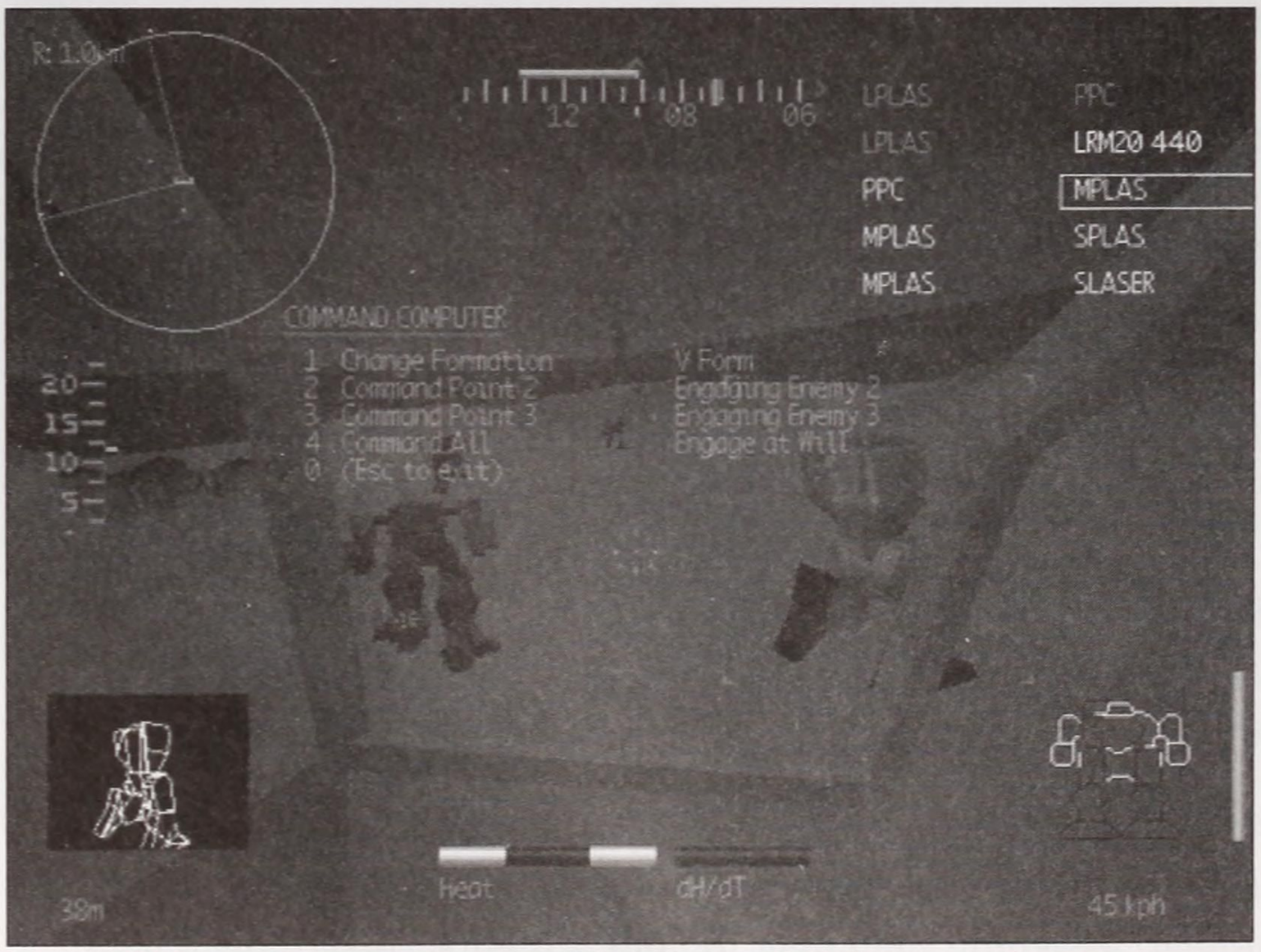
- Can I kill this target quicker than my subordinate? The answer to this is almost always yes. If the target must be destroyed in order to successfully complete your mission, then you are better off doing it yourself.
- If I engage this opponent, are my mission objectives jeopardized? If so, you must reassess the opponent's need to be engaged at all. If you can't avoid combat, assigning the target to your wingman may indeed give

you the breathing room to complete your mission. Remember, you can't complete your mission if you don't survive, so do not hesitate to sacrifice your starmates to keep yourself on track.

- Can my subordinate complete this assignment? You will find that most of the time the answer to this is yes. The key is knowing the proper orders to give to keep your people from doing anything stupid. The following table will provide some guidance on how to get the most out of your troops.

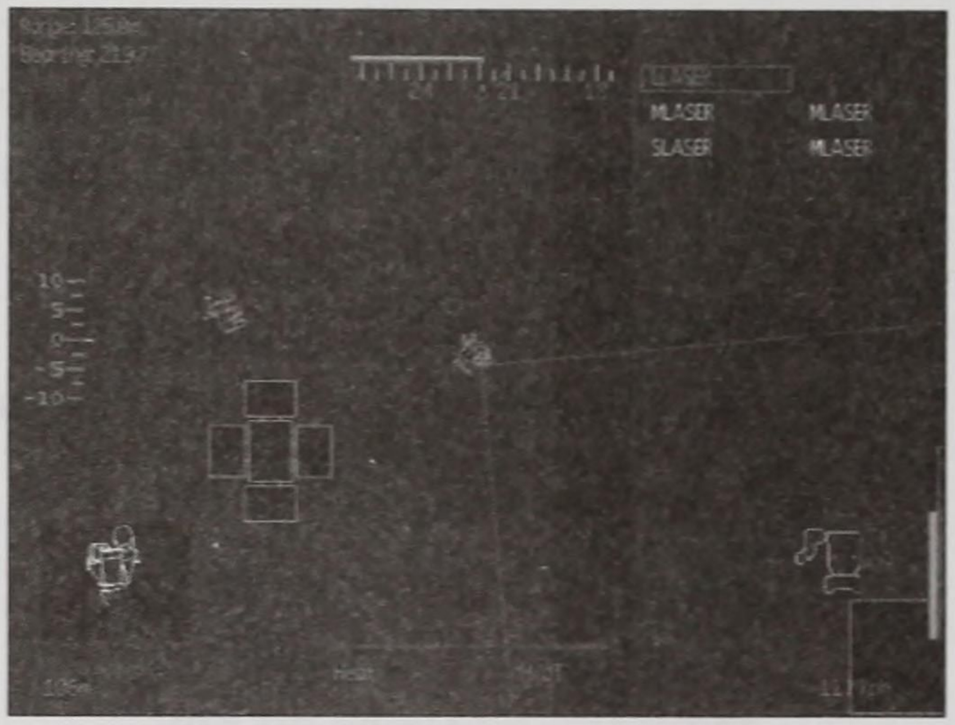
ORDERS TO STARMATES

SITUATION	ORDERS
General Melee	Engage at Will.
Defending item	Target item and issue Defend Target.
Destroying item	Target item and issue Attack Target, or issue Will and destroy target yourself.
Engage at Avoiding Combat	Join Formation or Disengage and Reform.



From a V-formation, you can assign targets and pick up on what you starmates miss.

The average pilot under your command will probably not be as fast, smart, and heroic as you. If they exhibited gunnery or piloting skills superior to yours, they would be in charge, quiaff? About the only thing they are really good at is avoiding fire. More than once I have come back from a mission with a barely functional 'Mech while my wingman's machine is still in pristine condition. This is in part due to the fact that enemy pilots will single out a star's commander for destruction in the hopes of breaking the unit's cohesiveness.



With that in mind, you should select starmate 'Mechs that are a bit heavier in firepower and perhaps a little slower and lighter in armor than you might normally select for yourself. Mad Dogs are always a good choice; although, I often break my own rule and outfit my wingmen with the Marauder. It gives me a handy firebase to run to if my Stormcrow starts to take too much damage.

SITUATIONAL AWARENESS

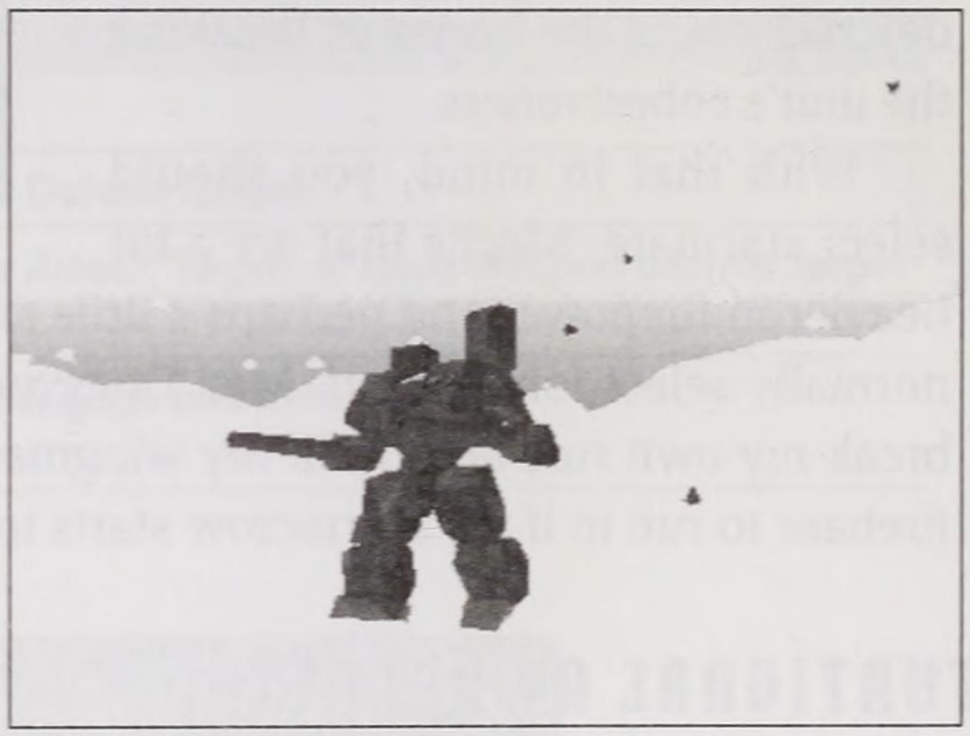
A few words on the concept of situational awareness are in order. I am sure some of you have noticed the tendency of Falconer Greel to appear out of nowhere to administer well-deserved beatings for not studying more diligently, usually when you think yourselves hidden from his view. Falconer Greel is demonstrating for you his situational awareness. This can best be described as his ability to know when a cadet is goofing off. It is also that quality a warrior has or quickly develops that tells him when he is walking into a trap. It isn't the kind of thing that one can adequately describe for a training manual. It is simply something that one knows.

Greel is giving you an opportunity to develop this ability under non-lethal conditions. You have to learn to keep a mental lock on all the parties of a combat, even when they are not within your scope of vision. In the cockpit, this can be developed by frequently glancing at your radar screen, but that is not enough. Even in the twisting and violent throes of battle, you must have some idea of where your opponents and starmates are if you are to survive and be effective.

CUSTOM 'MECH DESIGN

While the variety of BattleMech designs made available to us by our Clan is normally sufficient to any task, you may find that you wish to develop your own designs to undertake special missions, or simply to impress other warriors during trials. If you wish to try your hand at BattleMech Engineering, here a few ideas to ponder:

- Decide the 'Mech's purpose. Is it to be a fast recon 'Mech, or is it to be a brutal slugger? Select a chassis and engine to reflect your answer to this.
- Select weapons that will enhance its purpose, not detract from it. Ammo-requiring weapons do not belong on a 'Mech that will be on long-ranged missions far from the supply routes.



- Place the weapons where they will survive the longest. Clustering your weapons in the arms is never a good idea. Try to move them to the torso where possible.
- Get as much armor as your 'Mech will carry. This is my personal preference. I will gladly give up a laser for another ton of armor. In the thick of a furball, you will always want more armor.

4

Crusader: No Remorse

Crusader: No Remorse is a complex game and many features are not obvious, so here are some general and specific tips to help you along. First off, never ever use the quick save/quick load features. Their use can result in corrupt save files. Also, don't save repeatedly to the same slot; rotate through several slots instead. Origin is working on a patch that should be available when you read this, but safe is safe. If you are playing with the keyboard alone (the best method, in my opinion) the normal save/restore process works better anyway, since it doesn't require you to remove your hands from the keyboard.

Get into the habit of saving the game before you leave a room or series of rooms and destroying every box and barrel in it. In mission three, for example, there are two switches and two key cards that are only visible if you blow away the barrels obscuring them.

THAT'S WHY IT'S CALLED NO REMORSE

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Crusader: No Remorse*.

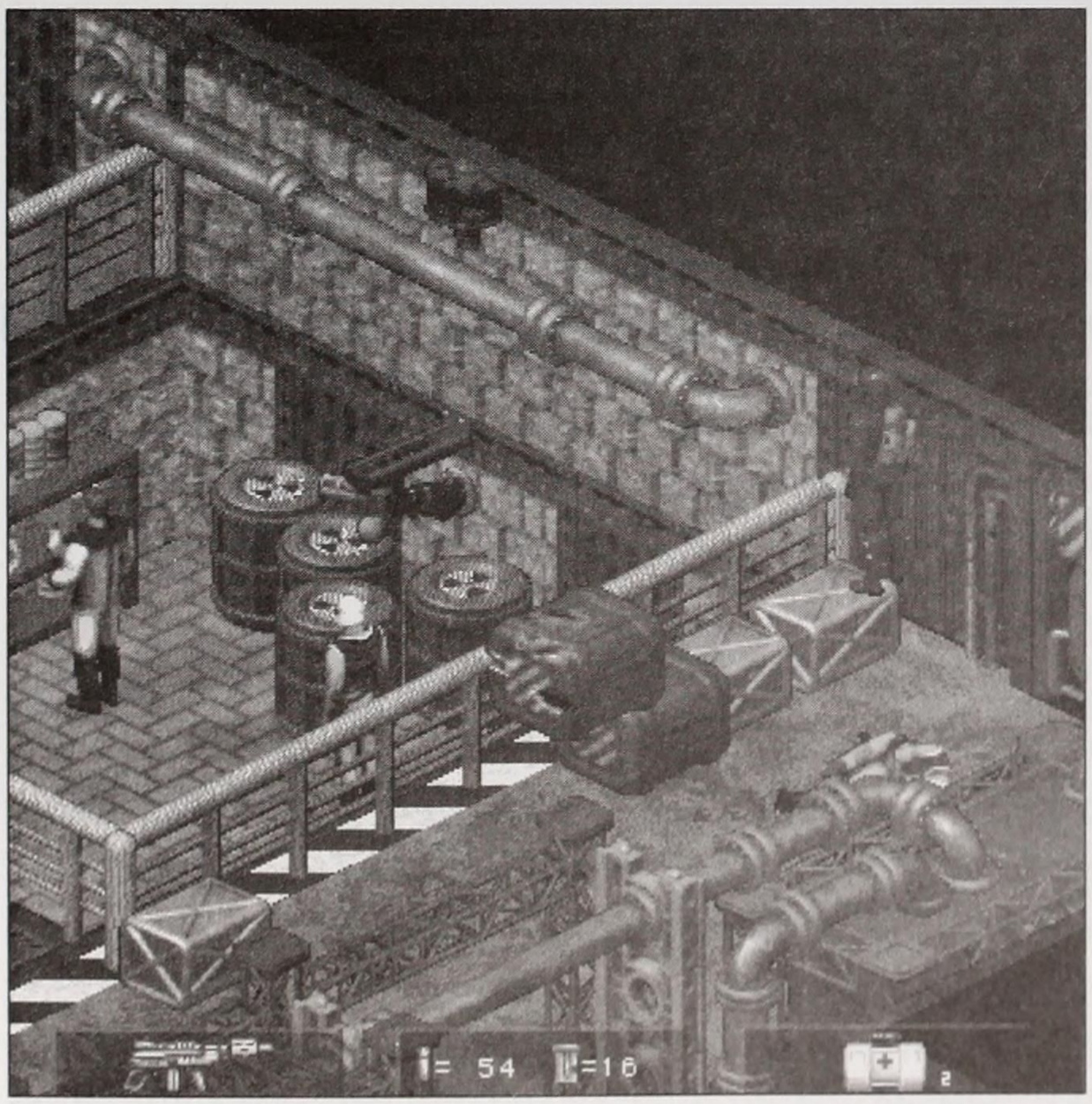
There are no game penalties for killing the various workers, scientists, and other civilian employees of WEC, and in at least one instance, you have to kill a technician to secure a key card necessary to continue the game. They aren't innocent. After all, they work for WEC and may set off alarms.

Of course, you want alarms to go off. At least you should see what an alarm does before disabling it. In several instances certain rooms are only accessible if you have set off an alarm. You'll have to deal with more nasties, but look at guards as portable footlockers. In one case, for example, a guard summoned by tripping an alarm had a vital key card on him.

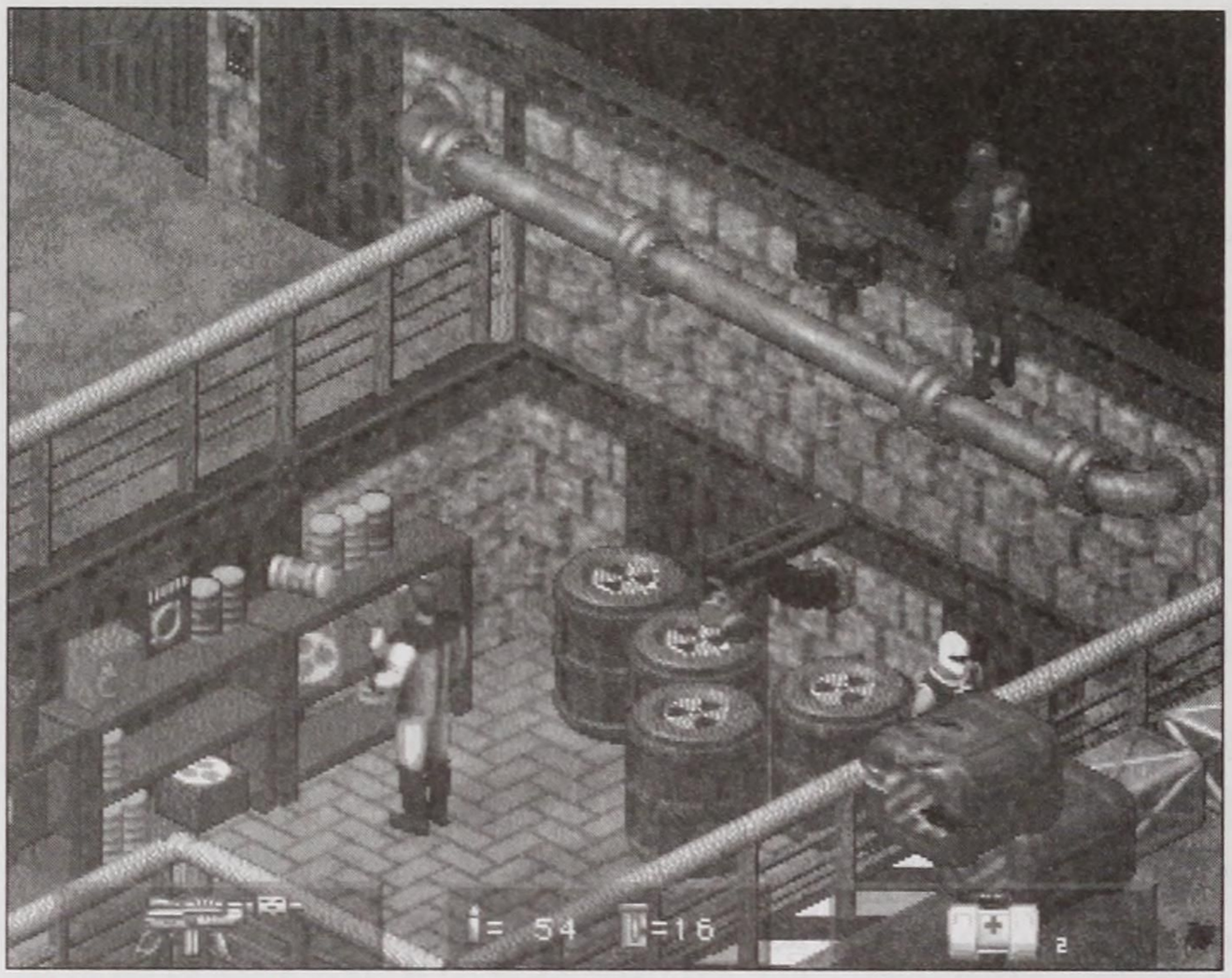
On the other hand, once you have tripped an alarm, be sure to cancel it. Many doors, safes, and whatnot cannot be opened when the alarm is going off. You will also be pestered by a continuous stream of guards that will seriously impede further progress.

IF YOU FEEL THE NEED TO CHEAT . . .

When you feel the need to do massive violence, type *jassica16*. That will enable the cheat codes. Once enabled, hitting F10 gives you a full stock of items, Ctrl + F10 gives you immortality (which goes away when you teleport), and hitting h turns on the "hack mover," a sort of poor man's level editor. To get the sexy weapons, drop all your guns by hitting Ctrl + D so that you will have room for the grenade launcher et al.



If you are all the way to the right and jump on this box, you can then hop onto the guard rail.



After the guard rail, you can hop on the pipe and then hop either over the camera or on top of it. The jump after that will land you on the balcony to the west, where a key card lies.

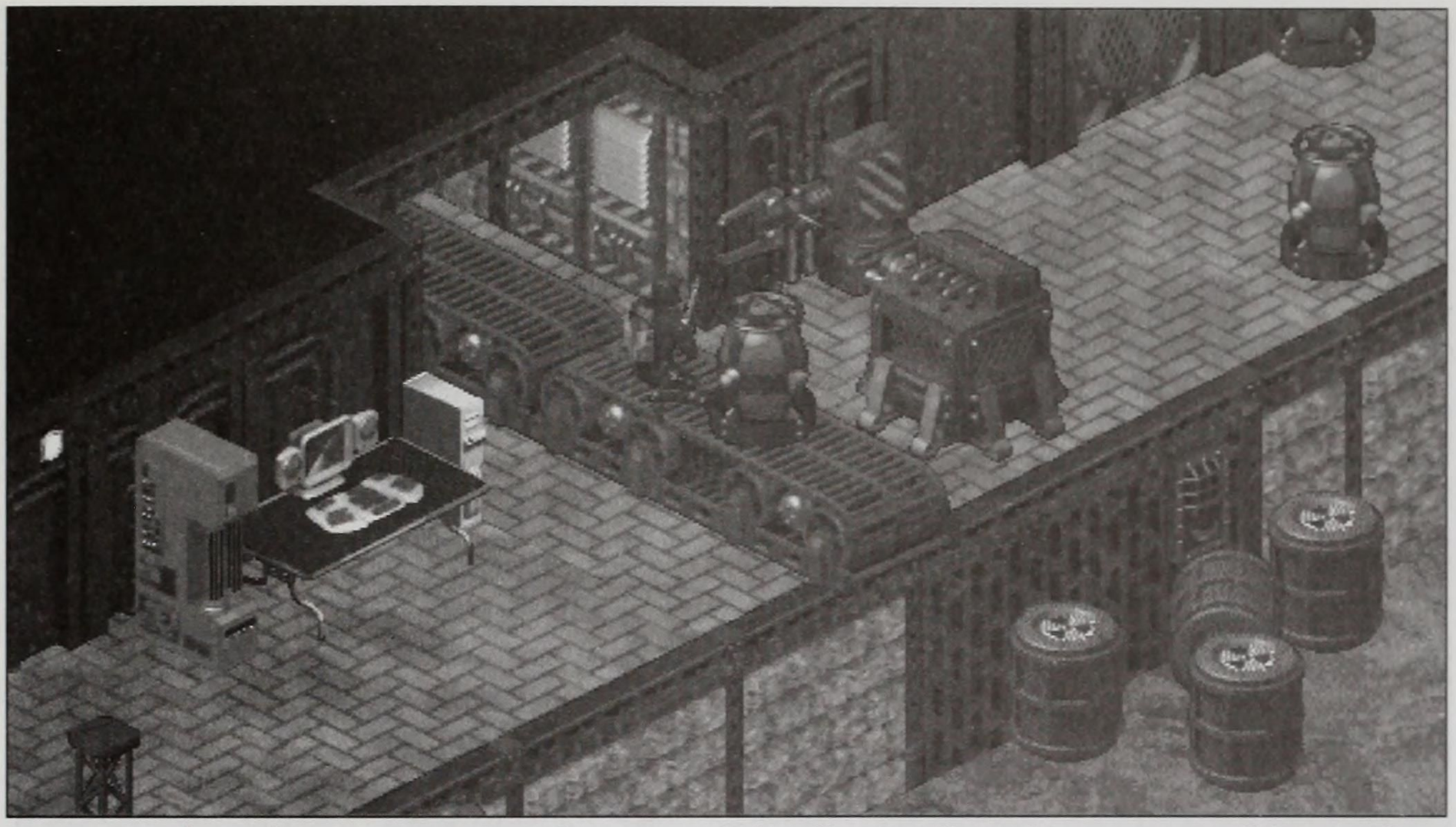
When you have hack mover turned on, Shift + click and drag on any object to move it, then type h again to turn hack mover off once more.

By the way, if you're having trouble buying weapons from the Weasel, make sure you have fewer than five weapons. Don't worry, any weapons you drop at your base will be put in the footlocker immediately to the north of the bar. Also, there are health and energy booths available due south of the bar.

THINK BEFORE YOU LEAP

You can get in some seemingly impossible places with a little thought and ingenuity. The yellow boxes can be jumped on from floor height, which may enable you to reach other areas of the game. In one case on mission four, you have to jump onto a yellow box, then the guard rail, then hop along a pipe, and jump on top of a camera before you can finally reach a balcony to get a key card and go through a door.

Don't give up until you've tried everything. You can go against the flow of a moving conveyor by rolling repeatedly, which is the only way to reach some areas of mission three, particularly the large Easter egg room with seven footlockers. You can also



In mission three there are a series of conveyor belts. If you roll up this one you will be amply rewarded.

roll under many pipes, like those in mission five (thereby gaining access to the rest of the mission), and laser beams. Floor switches that are apparently unreachable can be set off using two or more spider bombs.

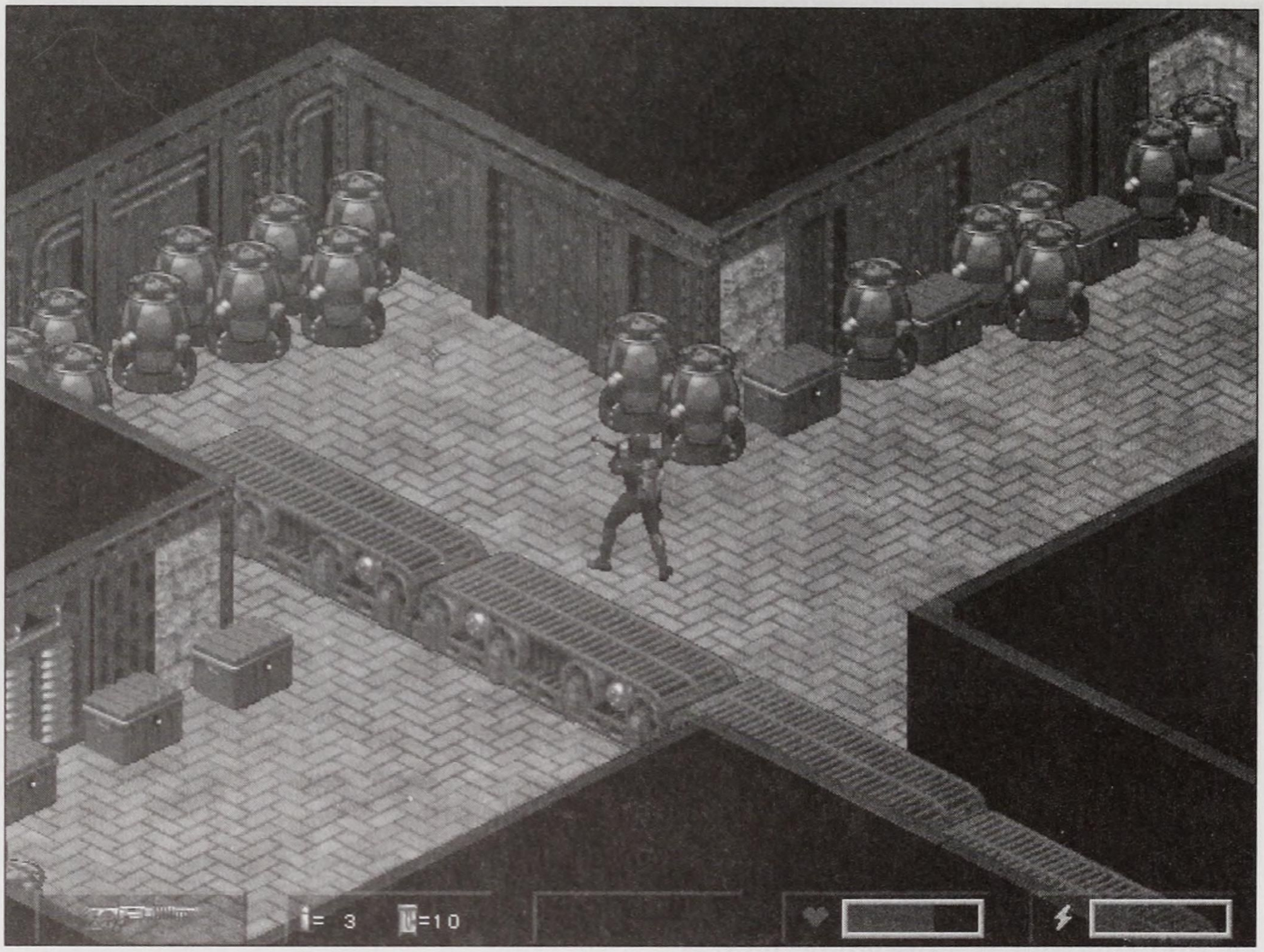
REGARDING YOUR ARSENAL

The best way to use spider bombs is to hunker down somewhere out of sight pointing in the direction you want the spider bomb to start off in and turn off Num Lock. You then control the bomb by tapping once in the direction you want it to go on the numeric keypad.

If you see a robot that appears inactive, look around for a gray control terminal. You may have discovered a metal ally you can use to wreak havoc.

The thermocouple in mission one is destroyed by using a blastpac, not a detpac. You only have one blastpac, given to you at the start of the mission, and it may be used for no other purpose. Detpacs are quite numerous and may be set off by hitting b on the keyboard.

When you see red rotating triangles, look for switches in remote locations. Sometimes you will need to shoot at these triangles to reflect bullets into switches as



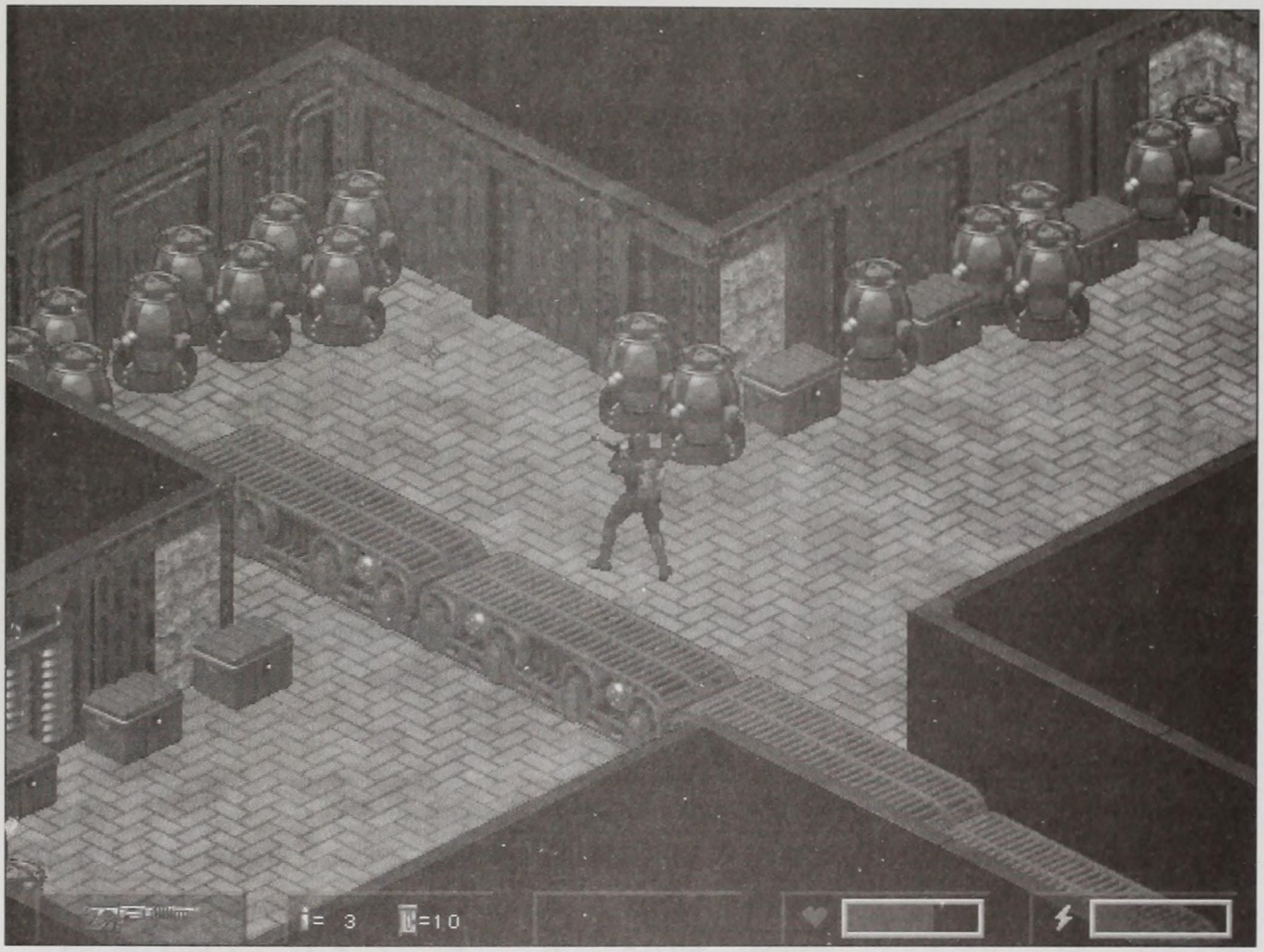
Rolling up that conveyor belt lets you into this room with seven—count 'em—seven footlockers. Rolling is often faster than running.

in mission two. On other occasions you will need to redirect laser shots so that they hit a switch, like in mission three.

During mission two you will find a glassed-in area where a Roaming Susan sits. The Susan can be controlled from a terminal inside the glass booth. Notice that the door is open, yet there is a keypad. Use the keypad anyway. There's a reason.

Your shield is always on and is automatically equipped when you get them from footlockers or the Weasel. The better your shield is, the more damage you can take from each shot without being hurt. The better your battery is the more energy you can store, therefore the longer you can remain in combat without taking full damage.

When you first start out you will only be able to fill your energy gage to about one-third its length. The fission battery will let you fill up to about half and the fusion battery takes you all the way to full.



Here is a medic booth and energy booth at the base.

As soon as you can, buy the BA-41 and the RP-32. Neither one can be found in footlockers anywhere in the first seven missions. The advantage of buying these weapons is that they make the best use of the many BA-40 and RP-22 clips you will find/scrounge. Both weapons give you more rounds per clip and a greater rate of fire. Energy weapons are good, but suck precious energy away from the shield that's keeping you alive. As you go through later missions, expect the tradeoffs will change and energy weapons will become more attractive. Another advantage of using *low-powered* bullets is that you can still scrounge stuff from the corpses. The EMP inhibitor is expensive, both in credits and in energy, but it can halt any 'bot in its tracks more than long enough for you to reduce said 'bot to scrap metal.

In mission two there is nothing you can do to rescue the prisoners except for the woman; it's part of the plot. Mission two is the only mission where your normal result

is a failure. In later missions you can accidentally leave too early. If you do, just reload from your last save and explore some more, the real end of the mission is in sight.

Mission seven has two endings, sort of. If you don't escape before the charge you set goes off (as in every case where you are asked to blow something up, you only have one of the devices you need and can't use it for anything else) the game will end here. Reload and try again. The correct ending for mission seven takes you back to your base. The telepad you want to leave by is the one you started the mission on, and that's by a platform lift you can't lower. Setting the timed charge lowers the force field on a door to the southeast opening onto a corridor, leading back to the platform lift next to the telepad you started on.

See the following table for the location coordinates of items in the first seven missions.

LOCATION TABLE

ITEM	COORDINATES: X	Y	Z	NOTES
MISSION ONE				
Computer with pass code	26883	29749	96	For door
Footlocker	23919	15013	0	SG-A1 inside
Terminal	27723	24795	0	Controls an AP-4210 Thermatron
Computer with pass code	27323	23719	0	For safe. Safe contains key card.
Key card	27429	23645	0	From informant
Key card	29453	21605	96	Reveals secret room with GL-303
Computer with pass code	29476	20125	96	Controls MS-40 Roaming Susan, GL-303 in footlocker in same room as Susan.
Key card	28947	12707	96	On guard
Hidden switch	23113	17151	0	Controls gun
Terminal	28925	2209	96	Key card also on guard
Key card	24731	3099	0	
Key card	24255	4361	96	
Key card	23809	4237	96	
Terminal	18049	11375	0	
Computer with pass code	18783	11441	0	
Key card	20787	10395	96	

ITEM	COORDINATES: X	Y	Z	NOTES
MISSION TWO				
Key card	19063	18015	0	On Guard
Terminal	29805	24549	0	Opens door
Terminal	30393	23183	0	Opens door
Computer	30367	22081	0	Deactivates force field
Key card	29293	22143	0	
Key card	26725	18893	0	Grants access to room across hall
Terminal	27519	14899	0	Shoot to turn off force field
Red triangle	28845	15021	0	Shuts off force field
Terminal	28845	15153	0	Opens door
Terminal	29347	13427	0	Controls Susan
Key card	27057	12845	0	Opens door
Terminal	2805	9721	0	
Terminal	28031	9593	0	
Key card	22659	19105	1	
Computer with pass code	19029	29651	0	
MISSION THREE				
Key card	18003	23339	33	
Key card	13453	24931	0	
Pressure plate	14455	25869	1	Under barrels
Key card	15982	21679	0	
Key card	14451	21327	104	
Key card	14445	21333	104	RP-22 inside
Hidden switch	17028	19938	96	
Key card	19084	11480	0	
Footlocker	20157	11127	0	7! footlockers await you
Key card	5263	8777	96	GL-303 inside
Key card	4964	8334	96	
Key card	5047	5476	96	RP-22 inside
Computer with pass code	6293	4661	96	
Key card	14205	19118	96	
Conveyor	18216	13727	120	

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ITEM	COORDINATES: X	Y	Z	NOTES
Footlocker	20613	13633	96	
Key card	16559	14987	80	
Key card	17361	11465	96	
Footlocker	17543	10979	104	

MISSION FOUR

Key card	6771	13782	0	On guard
Key card	10604	15492	96	Another key card is on guard in this room
Key card	6466	13119	96	Behind barrels
Hidden switch	10573	17511	0	RP-22 inside
Footlocker	11415	15037	96	
Hidden switch	12901	13508	96	SG-A1 inside
Key card	12577	15196	0	
Footlocker	11941	13435	96	
Key card	16021	13789	96	Controls Thresher cannon
Key card	17101	12989	96	Computer with pass code there also
Footlocker	16867	14567	96	On guard
Key card	11507	7321	0	
Computer with pass code	96031	1633	0	SORC force field deactivation
Terminal	10999	9023	0	SORC sector deactivation
Key card	12947	6473	0	Drains area in NE corner giving access to door
Key card	12475	3773	96	
Key card	11953	4871	96	
Key card	12375	4471	0	
Hidden switch	10845	5221	0	
Key card	9921	4505	0	
Computer with pass code	9818	6383	0	
Terminal	9540	6553	0	
Terminal	9546	6719	0	
Computer with pass code	9764	2807	96	
Valve	17245	14210	16	

ITEM	COORDINATES: X	Y	Z	NOTES
MISSION FIVE				
Key card	2856	12269	96	
Key card	3298	11499	0	On guard
Hidden door	3111	11359	0	
Key card	2959	10539	0	
Hidden switch	2679	8798	9	
Hidden pressure plate	2111	9939	96	
Hidden switch	8823	10487	0	Deactivates force field
Key card	12531	9619	104	
Hidden switch	5825	10309	96	
Key card	5773	9589	96	
Terminal	5889	9937	96	
Key card	9889	9941	96	
Key card	16575	12051	96	
Key card	17521	12525	0	
Hidden switch	11881	6953	96	On guard
Key card	13104	6291	0	
Hidden switch	9321	6736	96	
Key card	7809	6029	0	On technician
Key card	8867	2203	0	
Key card	12203	12035	96	
Pressure plate	10940	13039	0	
Key card	10940	12851	0	
Footlocker	9613	7797	0	
Key card	10107	7355	0	
Computer with pass code	76531	0133	0	
Key card	11363	6735	0	
Key card	16619	8447	0	
Hidden switch	16489	10321	0	
Key card	18457	10385	0	
Pressure plate	19269	11549	8	
Key card	17715	9759	0	

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ITEM	COORDINATES: X	Y	Z	NOTES
Key card	18303	8851	8	
Key card	18293	11913	0	
Key card	19423	9431	112	

MISSION SIX

Key card	8201	16485	0	
Key card	8391	16023	0	
Key card	7477	14965	0	
Footlocker	7280	15034	0	
Computer with pass code	1283	07470	0	On top of box
Key card	7324	13028	0	
Computer with pass code	1143	66728	0	Controls Susan
EM-4	6817	16673	0	
Key card	6051	14955	0	
Hidden switch	4278	12785	0	
Terminal	2987	16003	0	
Computer with pass code	1656	92737	0	
Key card	2881	16601	0	
Keypad	3205	15997	8	
Key card	3951	16465	0	
Computer with pass code	1665	73671	0	
Key card	2544	13422	0	
Computer with pass code	1376	22170	0	
Key card	7469	13498	0	
Key card	4780	11482	0	
Key card	5296	12926	0	
Key card	5432	11418	0	
Computer with pass code	7254	14070	0	
Key card	11477	7351	0	
Hidden switch	12677	6815	0	

MISSION SEVEN

Key card	29953	29775	0	
Key card	30249	30135	0	On guard

ITEM	COORDINATES: X	Y	Z	NOTES
Key card	27185	29827	0	Plasma shield
Footlocker	22825	27921	2	Plasma shield
Footlocker	17537	15499	0	
Key card	16799	13669	96	Opens door
Hidden switch	19675	14115	0	Controls AP-4400 Vetron
Terminal	17345	11422	0	
Terminal	18085	12069	96	Plasma shield
Key card	17765	10884	56	Plasma shield
Footlocker	18077	10824	56	
Footlocker	18183	9831	96	On guard
Key card	17115	11663	96	Shoot to activate
Footlocker	19549	13799	96	
Key card	21829	12977	0	
Hidden switch	25398	25198	96	
Key card	27909	26251	0	Opens door
Key card	28545	22873	96	Nothing in it, honest.
Set off alarm	28623	22839	96	
Hidden switch	29267	22290	96	
Key card	29833	23822	1	
Key card	31001	23680	1	
Hidden switch	30377	24188	96	
Footlocker	29853	26492	96	
Key card	30390	28256	96	
Computer with pass code	30358	29388	96	
Terminal	27552	28253	0	
Footlocker	27481	28730	0	

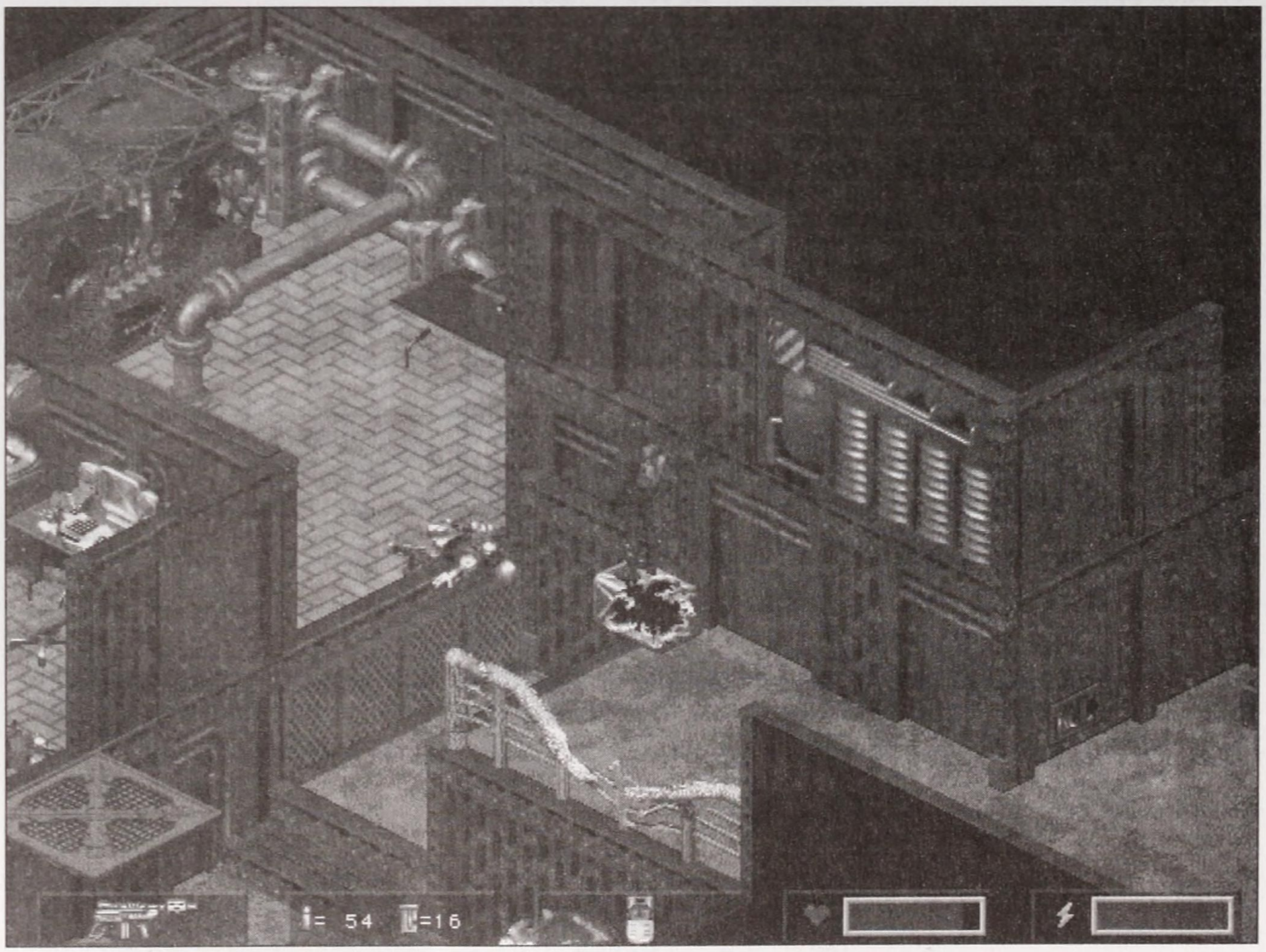
TABLE NOTES: These coordinates were taken by hitting Ctrl+L, in positions as near as possible to the item. Guards' positions will naturally vary as they move around. Terminals are the gray stand-alone computer equipment. Computers are the various beige screens located on desks.

SILENCING THE OPPOSITION

Each *Crusader: No Remorse* mission introduces new threats and traps, and the missions are longer and the layouts are more devious the further in you go.

Decide the weapons you want to keep and why. The RP-32 holds lots of rounds in its clip, is better at long-distance shooting, and has a high rate of fire. The shotgun is good for close range, but the autoshotgun is *marvelous*. The RC-88 is the only weapon that fires fast enough to keep grenade launcher dudes and others from being able to get off a shot. While it stinks at long range, you can nail guys through guard rails when other weapons would keep hitting obstacles, or fire blind. If only it had more than twelve rounds in a clip. . . .

The UV-1 is great for target-rich situations when you don't have time to aim and don't want to worry about blowing yourself up. The UV-1 can kill those annoying

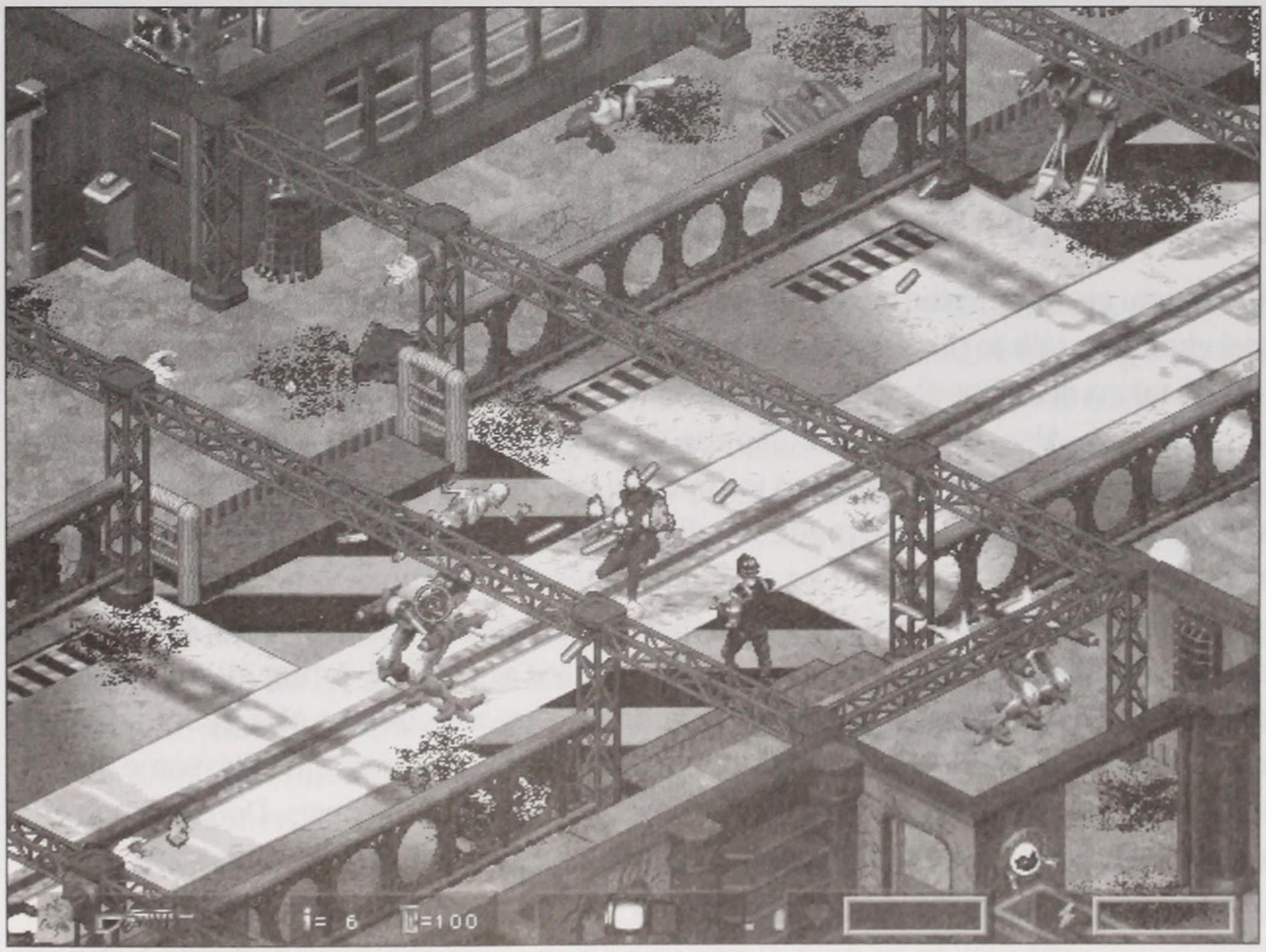


Think before you blast away.

terminators and autoguns with one shot, saving your precious hide. No other energy weapon is really worth keeping. The environment gets increasingly hostile on the later missions and many times your energy needs are too great to dissipate any energy firing a weapon.

The RA-2 is handy when you want something dead *now*! As long as you don't care what the place looks like afterward. This is a good weapon to use on the large *baby AT-AT* style robots because of its high rate of fire, which may allow you to do in the grenade-toting 'bots without collecting a round, but you'll have to be careful where you point it if you don't want to frag a footlocker by mistake.

The GL-303 is a one-shot pass-wall spell that can open nearly any door and will kill even the toughest robot in three shots. Like the RA-2 it can be tricky to use in tight passages, but when you need to kill something in one shot, the GL-303 is the weapon of choice.



Cleaning out your base is one of the worst firefights in the game, so be ready when you finish mission thirteen.

Nothing more need be said about most of the human denizens of *Crusader* except for the grenadier and his big brother, who wields an RA-2. The grenadier can be recognized by his kneeling posture. He will not rise nor close with you. He just lobs grenades every chance he gets. His brother will chase you down, flinging those wicked RA-2 rounds about promiscuously.

If you don't need ammo for your GL-303 or RA-2 nor credits, go ahead and give them some of their own and be done with it. Otherwise, you will need quick reflexes and a shotgun-class weapon. If you can, find out where they are and then back off, shooting in their direction. When you hear the characteristic grunts of an injured guard, hold down the trigger until he dies. Another alternative (which also works on the grenade-launching robots) is to fire one round and roll. Then roll back and fire again. But, consider just going ahead and fragging them—life is too short.

In mission twelve you will find two elevator pads working in tandem; they appear to be stuck. While you may have to jockey a bit to achieve a suitable position, you can raise them by hopping from one to the other. Each time you land on one elevator pad it will rise, allowing you to eventually work your way up to the next level. Just before getting to the top, be sure and take out the guard patrolling there so he doesn't nail you while you're imitating a rabbit.

YOU CAN'T ALWAYS GET WHAT YOU WANT

When you get back to the base after mission twelve, be sure and load up, as this is your last chance to talk to the Weasel and buy goodies for the rest of the game. When you're all set, take a deep breath before getting on the telepad. You won't get another until the game is over. Also, be sure and take the weapons you really like with you. After finishing thirteen, don't be surprised to find that your trusty armaments locker has been shot to blazes. As near as anyone can tell, the locker has likely been trashed before the start of the level, so you won't be able to get back any weapons you've left there.

Missions thirteen and on separate the quick from the dead. As soon as you open a door on mission thirteen you will be inundated with UV-1 toting guards. Certain doors lead to the guards' quarters. These doors become obvious as a guard will pop out every five seconds (and that is *without* a red alert in progress). Unlike some places in *Crusader*, you can go through these doors and clean out the nests. Doing so will cut the flow of guards from that dorm to a trickle, once every thirty seconds maybe.

AH, AH, AH, AH, STAYING ALIVE

After you complete thirteen you will find a *very* warm welcome waiting for you back at the base. You might call this mission thirteen-and-one-half. Scads of terminators and a large assortment of the other mechs want to party hearty with you as soon as you walk out of the telepad room.

Your four goals on this mission are to:

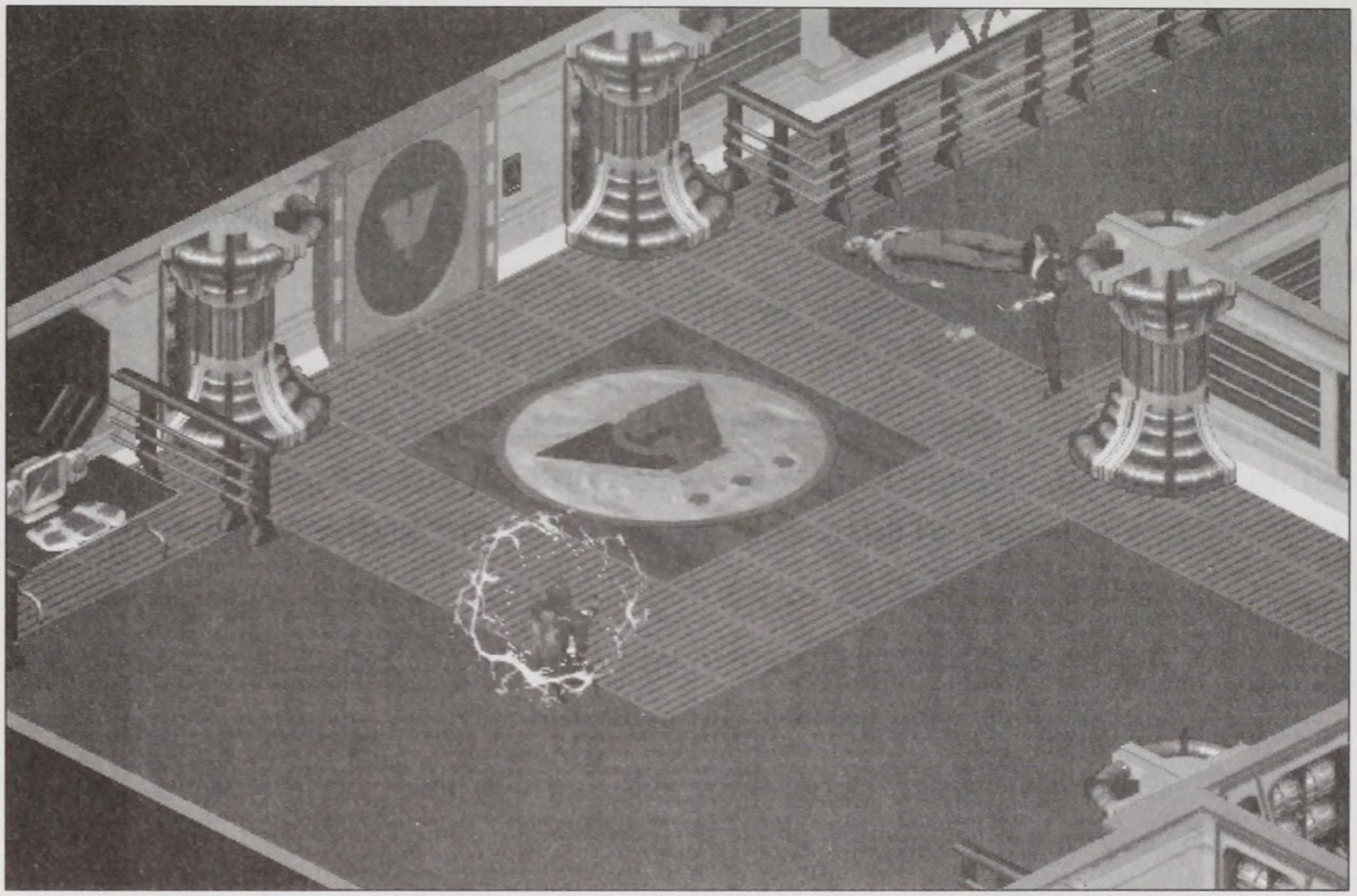
1. Stay alive. Run a lot, at first. Take pot shots and keep moving, keep moving, keep moving. Above all, don't get target fixation and try for one last shot to take out a 'droid. Be assured that several robots and guards will be lining up on you.
2. Ammo up. Grab all the gusto you can. There's lots of ammo and special devices lying around and in footlockers.
3. Check your mail. Good old Maxis has sent you a video-mail detailing how bad it *really* is.
4. Get the *heck* out of Dodge (or Chevy, or Honda). You don't have to kill everything here, though it is fun.

Mission fourteen is a looooooong one, but eventually, you will come to a door with a force field that has two locks; one yellow and one green. Save *before* messing with this door! The locks must be activated in the correct order, or the force field will not go down. Green comes first, then yellow. Be sure and save before trying, just in case.

In the next room you will see a stack of three footlockers that are inside a laser fence, which activates once you walk inside. Only the top locker has anything in it; the others are just for show.

Mission fifteen is the last, longest, and most difficult of them all. Hopefully you're loaded for bear, 'cause there's *lots* and *lots* of bears. If you have any intentions of trying to duke it out with the traitor in the end game, conserve your RA-2 and GL-303 ammo. Don't let either drop below fifteen clips or you will wind up short when meeting "Miss Manners."

Approximately halfway through the mission you will find an open lift that takes you up one floor. Sometimes this lift gets stuck, so if it stops try reloading a previous save and trying again. Stopping in mid-ascension is not part of the plan.



Vargas looks like an angel, but kicks like a mule. Killing her is a job for masochists. Bid good-bye and boogie on down the road.

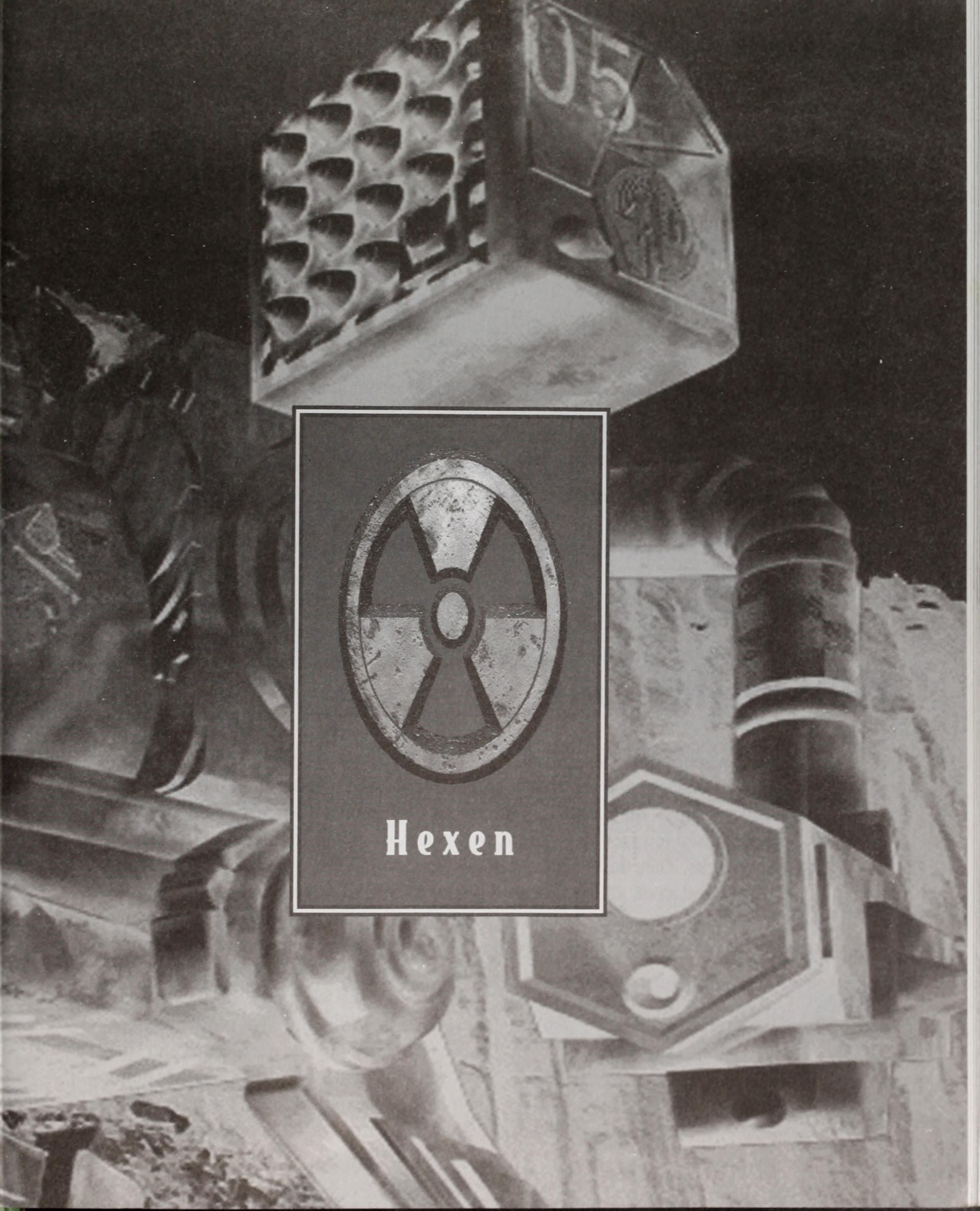
THAT AIN'T NO WAY TO TREAT A LADY

The elevator dings, the doors open and you stop. A strange silence pervades the room and everywhere you go there are dead bodies. As you guessed, the queen bee herself has been through here on her way to the exit. Make sure you check out the room directly opposite the elevator. The room is full of goodies and you will certainly need them.

Let me be blunt. You don't have to kill her to leave space station. All you actually have to do is get past her and go out the door. Origin, in their mercy, will let you out the final door without picking up the final key card. The easiest way to get by Miss Manners is to lure her back near the elevator and then boogie past her to the exit. The whole station explodes, so it's not as if she's going to live happily ever after.

On the other hand, she *is* annoying . . . *but* she takes one humongous amount of killing, thirty magazines from the RA-2 or sixteen from the GL-303 (after hitting her with five or more spider bombs and another five land mines and probably eight det-pacs). Thirty clips for the RA-2 might not be such a bad proposition, if you could carry

that many. With its high rate of fire, she won't get many shots in return, and if you can stand near the batteries and can manage a quick grab, you should be able to survive. As soon as you switch to the GL-303, though, you will get the stuffing knocked out of you during the pauses between rounds. Given a little luck and proximity to more ammo and energy cubes you should be able to do her in.


Hexen

Hexen uses a new approach to adventure gaming that is just now being used with other first-person games. Rather than complete separate levels, Hexen has portals to different areas. You can and will need to go back and forth between areas to solve puzzles and finish the game. This approach also forces you to choose your character (Warrior, Cleric, or Mage) and weapons carefully, because there will be plenty of monsters no matter where you go.

CLASS DISTINCTIONS

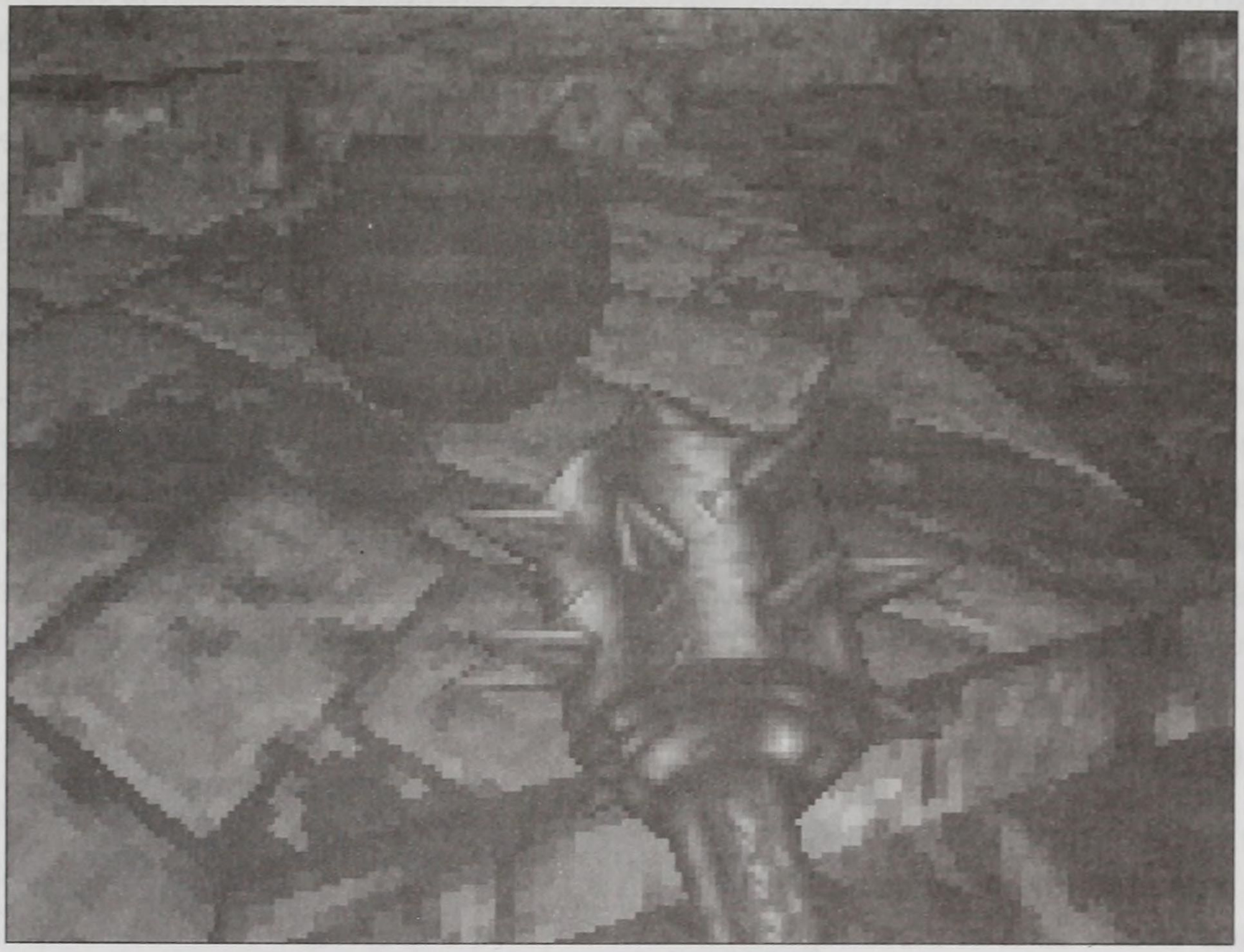
Hexen is not your father's *DOOM* clone. First off, you have to choose a class. Warriors are the most athletic, and are able to run and jump much better than the other two classes; yet at times, their athletic abilities may turn against them, especially because it is easy to jump too far. Warriors are *people persons*, preferring to get in the face of their opponents. They don't have a missile weapon until they get their third weapon.

Mages stand aloof, killing enemies from afar, starting out with an excellent missile weapon. What they gain in detachment, they lose in durability and athletics. While many of the areas in *Hexen* may be reached by a Mage, there will be a lot of save-and-restore, trying to survive tough rooms and long jumps.

Clerics are the middle of these extremes. They cannot withstand the punishment a Warrior can take, but can make leaps and survive rooms that will leave Mages a bloody pulp. Their second weapon is great, either close up or far away. Clerics will find fewer health potions

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Hexen*.



When you see a new object, try and break it. Like a piñata, goodies may be found inside.

than the other classes, because they will be expected to suck the life out of opponents with the serpent staff.

Don't worry about life being too tough on whichever character you choose. The program knows who you are playing, and adjusts the mix of enemies you will face so that warriors won't be facing armies of missile troops, while Mages . . . well, you get the picture.

The major difference between the classes may be how they use the flechette bottles. Mages use them the old-fashioned way from *Heretic*: as time bombs. Warriors can toss them like grenades; they will even bounce a few times before detonating. Clerics can use them to leave poisonous gas clouds in narrow passageways.

After experimentation, Clerics appear to come off best. They are the only class that has an area denial weapon. Leaving two flechettes in any close passage will ensure the death of most creatures. Even one flechette leaves enemies weakened and easy to finish off. Taking each character class through the series of rooms leading up to Bright Crucible, the secret level of the first hub, made the superiority of the Cleric clear. Mainly

through the use of flechettes one game experience revealed that it is possible to emerge in much better shape, with full health, blue mana, and in possession of an armor class of eight, while the other classes made little improvement over their starting armor class, using up armor nearly as soon as it was acquired. Considering that in this case the player did not have the Wings of Wrath until after going through as a Cleric, this was quite an achievement. Even on difficulty level four, they hand out flechettes almost like candy, so make them an integral part of your offense.

Hexen is unlike any of the other *DOOM*-alikes in another aspect. You will have to go from level to level and back again in order to solve the various puzzles in this game. When you are stumped and can see no way to proceed further in a level (particularly the Guardian of Steel; you have to go through that one three times), leave that level and try another. You will receive messages telling you things have opened up elsewhere.

Be sure and break anything you can. There are items and secret passageways behind the beautiful stained glass, and sometimes there are items in the urns.

THE SPOILS OF WAR

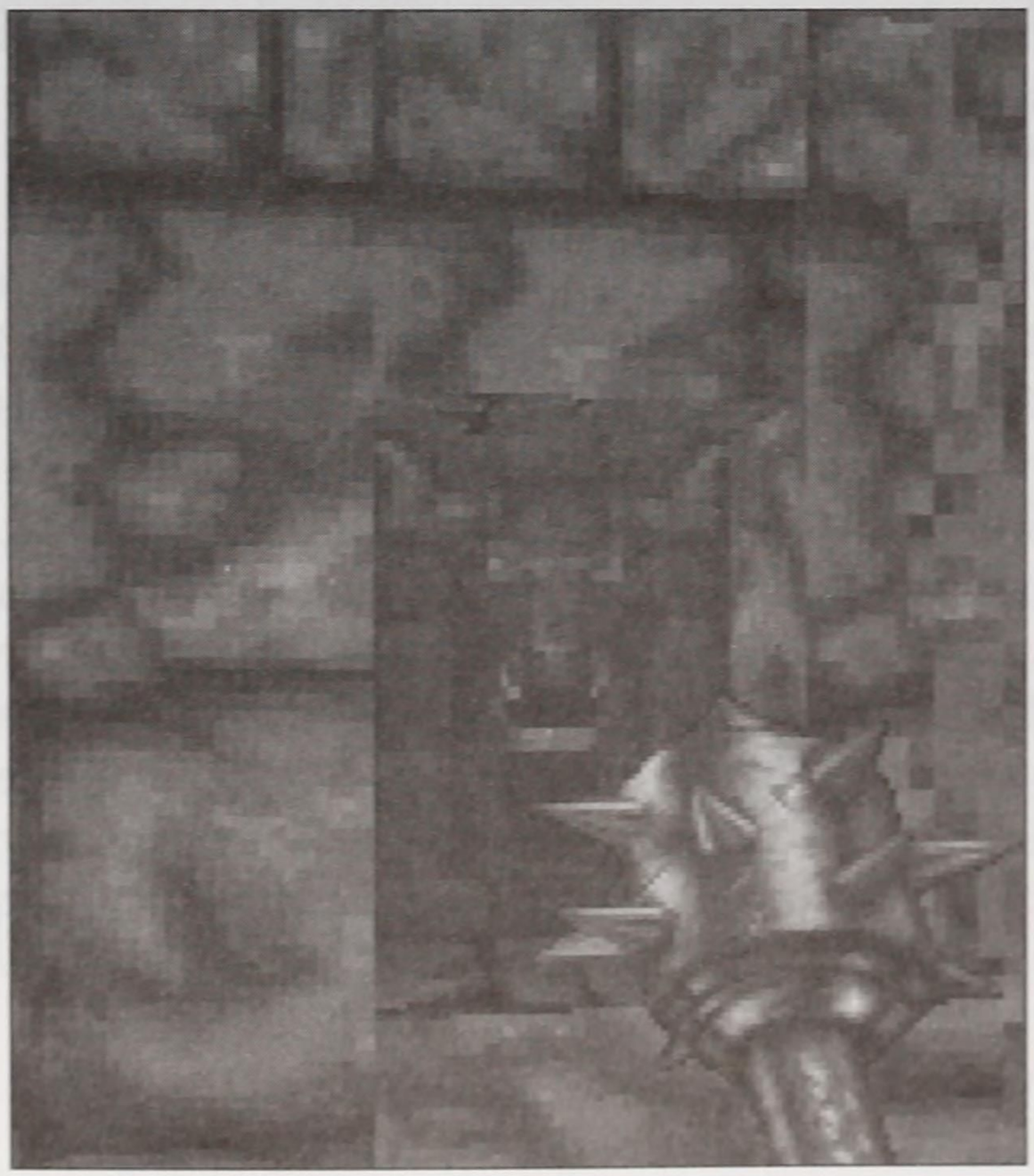
There are four apparently useless chains you can pull in the four corners of the Steel level. If you pull them one at a time and then ride the elevator down below, you will see their effect. Each of these chains gives you access to a room where you need to throw a sideways lever, one which is hard to see, blending into the wall as well as it does. The sub-level on Steel is where you will find the second weapon for your class. Each chain only has one position so you don't have to fuss about.

The Steel and Fire keys are both on the Ice level, but to get to them you have to throw a sideways switch on the lower level of Steel; you reach the latter by taking an elevator that is between the second of two flights of stairs. When you go back to the Ice level, be careful. Any time you throw a switch on Ice, the floor you are standing on has a chance of fracturing; this could kill you. Wait a few moments after flipping any levers for things to die down.

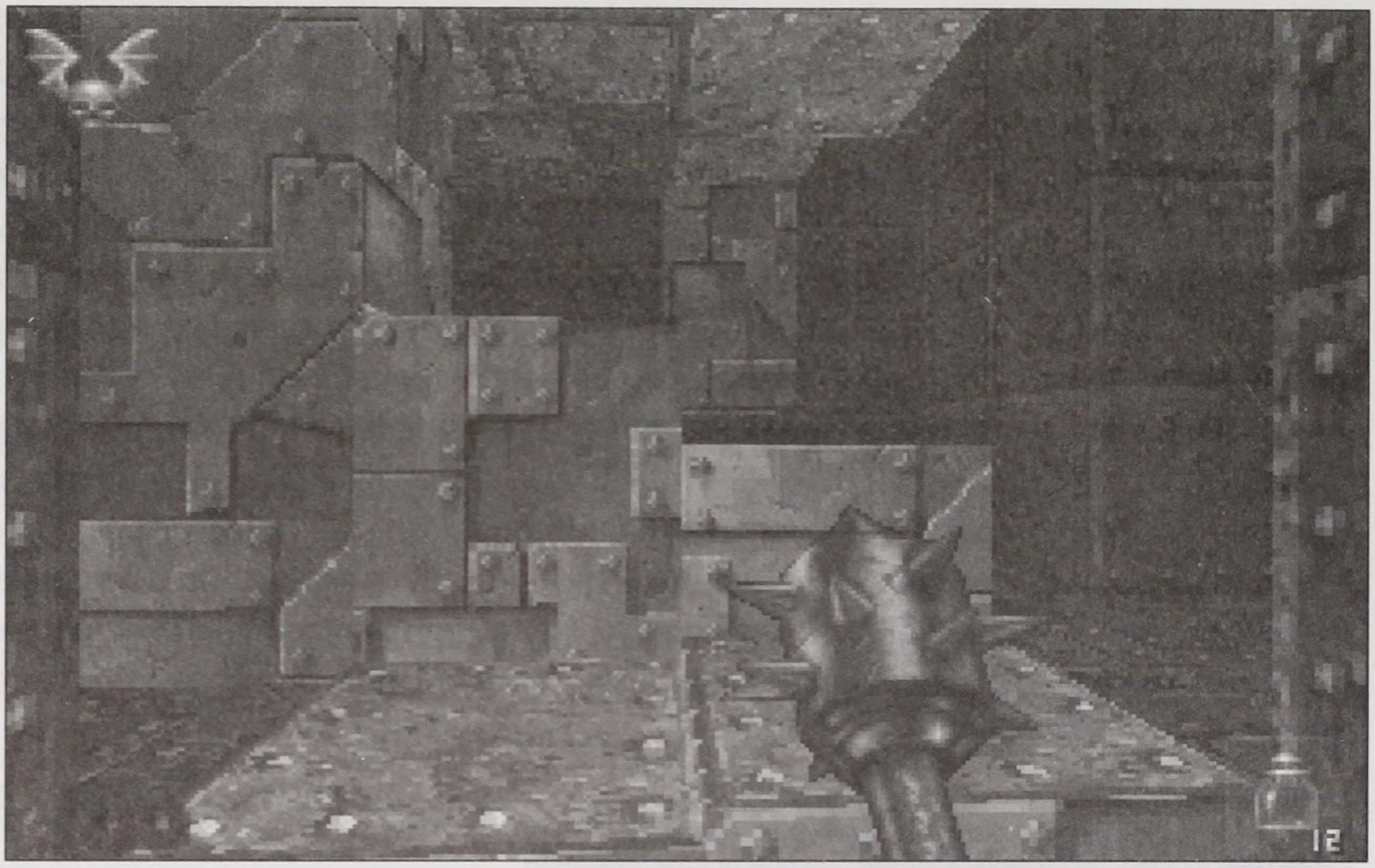
Getting to Bright Crucible—the secret level on the first hub—is a complicated process. When you have the last of the stairs erected in the center of the Seven Portals main map, you will find two levers at the top of the last staircase. Pull both of them. One lets you go on to the next hub; the other opens the last blocked passage on the Guardian of Ice. Go through the teleporter you went through the first time you entered Ice, walk forward into the next room, and you should see a corridor on your left. When you are on the threshold of this corridor, a large spiked ball will shoot up and down the corridor.

After you have dealt with all the other critters in the room to the left at the end of this corridor, prepare yourself for a nasty fight and jump through this portal. You will face a bunch of Wendigos. When they are dead, a wall will lower with even more Wendigos. When all of these are dead, two elevators will start up leading to an area in Fire and another in Steel. The Wendigos can make life quite *interesting* for a player. You may think it impossible without cheating, but persevere because you may get lucky and make it through their midst into a small room where you can deal with them on a more *personal* basis.

When you have thrown levers in both Fire and Steel, go back to Steel and run up the two staircases to the center of Steel. By the way, as the Mage it is possible to throw the lever on Fire and jump back across the flaming pit without flying or cheating. Though, if you wish, you can use the pair of wings found after opening the doors inside the seventh portal. These doors are opened by a switch you may only find if you look on your map. You will notice that the walls are now open and a number of Centaurs are tromping about.



This switch opens the doors inside the seventh portal.



Steel crazy after all these levels. This is the steel side of the Bright Crucible puzzle, and a switch lurks somewhere behind all these presses.

Running across to the center pedestal will net you an Icon of the Defender and a message that says "Stones are grinding." Go back to the Seven Portals and you will find that the large moss-covered walls containing the Afrits are open. In the center of this area is a small trench with three flechettes that leads to a grate. Jump up and move forward, and you will be transported to Bright Crucible; good luck to you. Tough level. Ow.

On Bright Crucible are two tall castles to the left and right. Go through the one on the right first. If you see stained glass windows, you are in the wrong place; leave the way you came in. If you are in the right place, you will see a whole bunch of fireballs flying around. Run straight through the middle of the room and you will pick up the Heart of D'sparil. Go up the stairs, kill the Serpents, grab the armor, and run on over to the other castle. Break the glass and use the dude's heart when standing next to the pedestal. That will let you break the second stained glass window, and you can get to a nice helmet.

I PUT A SPELL ON YOU . . .

Fear, dread, and excitement appear in equal parts whenever you don your armor and take up the serpent staff. *Hexen* is a cunning game, a game not to be won by brute force alone, but by agility, guile, and pure brainsweat. Of course, you can also cheat; if you are so inclined, check out the following table.

CHEATER!

CHEAT CODE	DESCRIPTION
~(xy)	Plays the CD track indicated. Tracks must be entered as two-digit numbers, e.g., track 2 should be entered as 02.
CASPER	Toggles no clipping mode on and off.
CLUBMED	Restores your health.
BUTCHER	Nukes all enemies on that level.
DELIVERANCE	Porkulate yourself.
INDIANA	Twenty-five of each item.
INIT	Restarts the level.
LOCKSMITH	Gives you all the keys.
MAPSCO	When entered while looking at the map, toggles between full map, full map with critters and items showing, and normal map.
NRA	Grants all weapons.
SATAN	Puts you in god mode.
SHADOWCASTER(0-2)	Lets you change class: 0 for Warrior, 1 for Cleric, and 2 for Mage.
SHERLOCK	Gives you all the puzzle pieces.
TICKER	Shows your frame rate.
VISITxy	Warps directly to a level. Valid entries for xy range from 01-41.
WHERE	Shows your xy coordinates.

I AM THE KEYMASTER

Shadow Wood, the second hub, causes (judging by the messages on the Net) more trouble for players than any other hub. After wandering around in Shadow Wood itself, the Wastelands, and Darkmere, you may find yourself scratching your head and

Here's what the masks look like lit up.

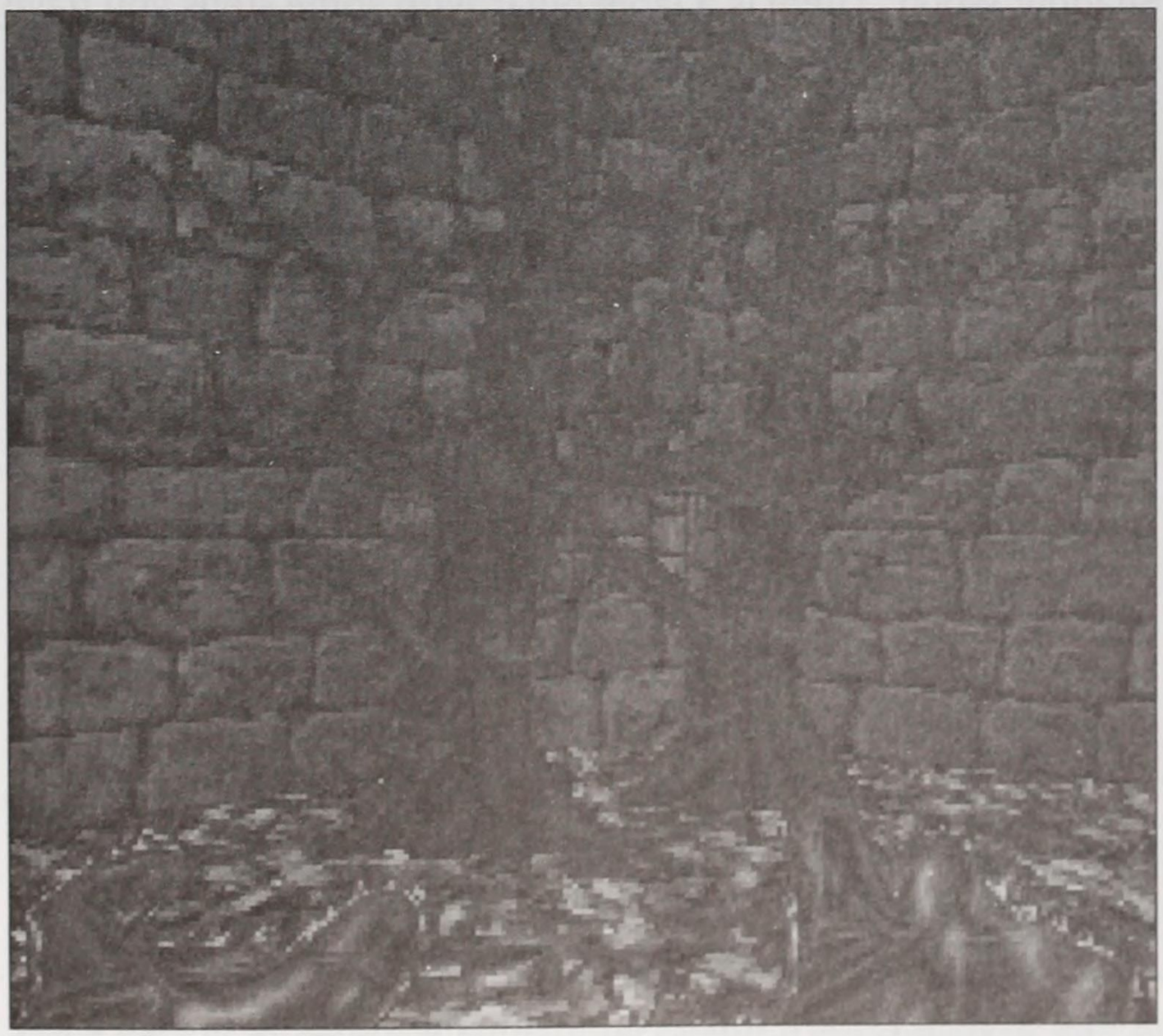
wondering where the blasted Cave key is and what do you do next. The answer lies in the Greco-Roman temple in Shadow Wood.

Walk into the temple and find the central room where the six masks are. Some may be lit, but others will be dark. The lit masks indicate switches that have been pulled in the other levels of this hub. The visages that the masks bear indicate where those switches are found. So, for example, if a swamp-like mask is darkened, you will know to seek that switch in Darkmere. Don't worry if switches in areas you have already visited are dark. Until you have been to the Caves of Circe you cannot get to all of the switches.

Look at your map and note the corridors leading to this room. Proceed to the north corridor and walk in front of the large black mask there. Now that you've activated a whole host of traps, return to the entrance to the temple and run left. You will notice a flight of stairs has risen. When you get to the top of the stairs make a sharp right (running is OK, you don't have to jump). A short passage leads to the room that holds the Chaos Serpents that have been pelting you. Kill them (if you haven't already) and hop into the tiny hole and pull the switch. Grab whatever you want from this room, you won't be able to return to it. Go back out the way you came until you are at the stairs again. If you hop down you should find another set of stairs going down. Follow them. You will

go through a door that will shut behind you, but don't worry, keep walking. When you find a room with lots of loot walk slowly into the room and stop at the entrance.

After the floor and ceiling have had their meeting of the minds you have two choices. You can walk/jump along the ledge to your left and throw a switch on the wall that will fill the pits or you can follow the ledge to the right into a room with a portal that leads to—tahdah! The Caves of Circe. In your run through you may not find the switch on the wall to close the pits. The map seems to show what looks like a switch, but you may not see such a switch at that location. (Any time you see a wall carving by itself, it is usually a hidden door or switch, so look for color variations or lighting differences.) However, if you can't find it or trigger it, gather up most of the goodies with some judicious jumping.



This switch is *very* hard to find. Look for gray trees and hack away.

RIGHT MAKES MIGHT

The easiest way to deal with the Caves of Circe is to use the old *rule of right* that CRPGers have held to for ages and always hue to the right-hand wall and only make right turns. Wandering about normally will leave you confused and frustrated. Eventually you will come upon a suit of armor in an alcove off of a medium-sized room. Make sure you have your track shoes on because as soon as you cross a certain line, WHAM! You're raspberry jelly. You may be able to retrieve the armor without using the boots, but save yourself the aggravation and use a pair. There aren't that many occasions that call for that much speed.

Getting the armor makes the Cave key available. Find the room where you hear water dripping, and look for a staircase leading up. If you follow the stairs you will now find the Cave key in this room.

ASK ME NO SECRETS, I'LL TELL YOU NO LIES

After you have all the keys and have thrown all the switches, go back out to near where you first entered the Shadow Wood. There is a large pillar with some steps you have to jump up. Near the top of the stairs is a now-open doorway leading to a portal. Go through it to reach the Sacred Grove. You must solve the Sacred Grove if you want to reach the secret level on the forth hub.

Go through the portal and kill all the bad guys quickly. If you don't do so fast enough they will regenerate ad infinitum. Killing them lowers a stairwell in the center that leads to a switch. Throw it, grab some goodies and leave. You can return later and stock up, if you like.

At the end of the Hypnostyle you will meet the first of three evil dudes in *Hexen:* the Death Wyvern. Use an Icon of the Defender and run along the ledge lining the lava pit in the final room until you reach the Wings of Wrath. Don them and take wing to fight the Death Wyvern, it's the easiest way to take him out.

WHAT'S ALL THE HUB-BUB?

When you have gotten into the Heresiarch's Seminary on the next hub, you will find a square walled-off area of the central chamber on the end opposite where the planetary chart is. Walking near the walls will trigger them to fall revealing a random assortment of goodies and tough monsters. You must run inside the walls before they rise to get the loot and can then *use* the walls to lower them again. You can repeat this

process any number of times but a certain amount of time must pass before the walls are reset. Each time you do this there is roughly a five percent chance that a Krater of Might will appear as one of the items.

When you have solved all the puzzles in the various chapels and return to the Seminary, the Heresiarch will appear. He can fire purple blobs at you that explode, he can fire bouncing orange homing globes or green fire. When he's really hurting he will summon Dark Bishops. If you run down one of the staircase-corridors you can snipe at him with relative immunity, ducking to one side whenever he fires at you. It helps if you can leave ten or more poison flechettes at the top to chew on him. Whenever you see small purple shooting stars circling him

These walls drop when you move closer to reveal a nice surprise and some wicked monsters.

don't bother firing; he's invulnerable and anything you shoot will come back to *haunt* you. Once he's dead, return to the area behind the now-moving pillars where he appeared and take the elevator down. This will lead you to Deathwind Chapel, the secret level for this hub.

When you find the Daemon Codex in the Forsaken Outpost, a portal will open behind where you found it that leads to Desolate Garden, the secret level for Castle of Grief if you pulled the switch in hub two.

YET ANOTHER HERESIARCH

When you at last have the Axe key make sure you have everything you want from other levels because once you enter that room there is no going back. This is a wicked showdown, especially because of a bug in the scripts. You have to leave a few of the Chaos Serpents alive for a few minutes in order for the next script to kick in. Also, make sure you jump onto the throne when picking up the Icon of the Defender. If all is going well a bunch of Dark Bishops will appear.

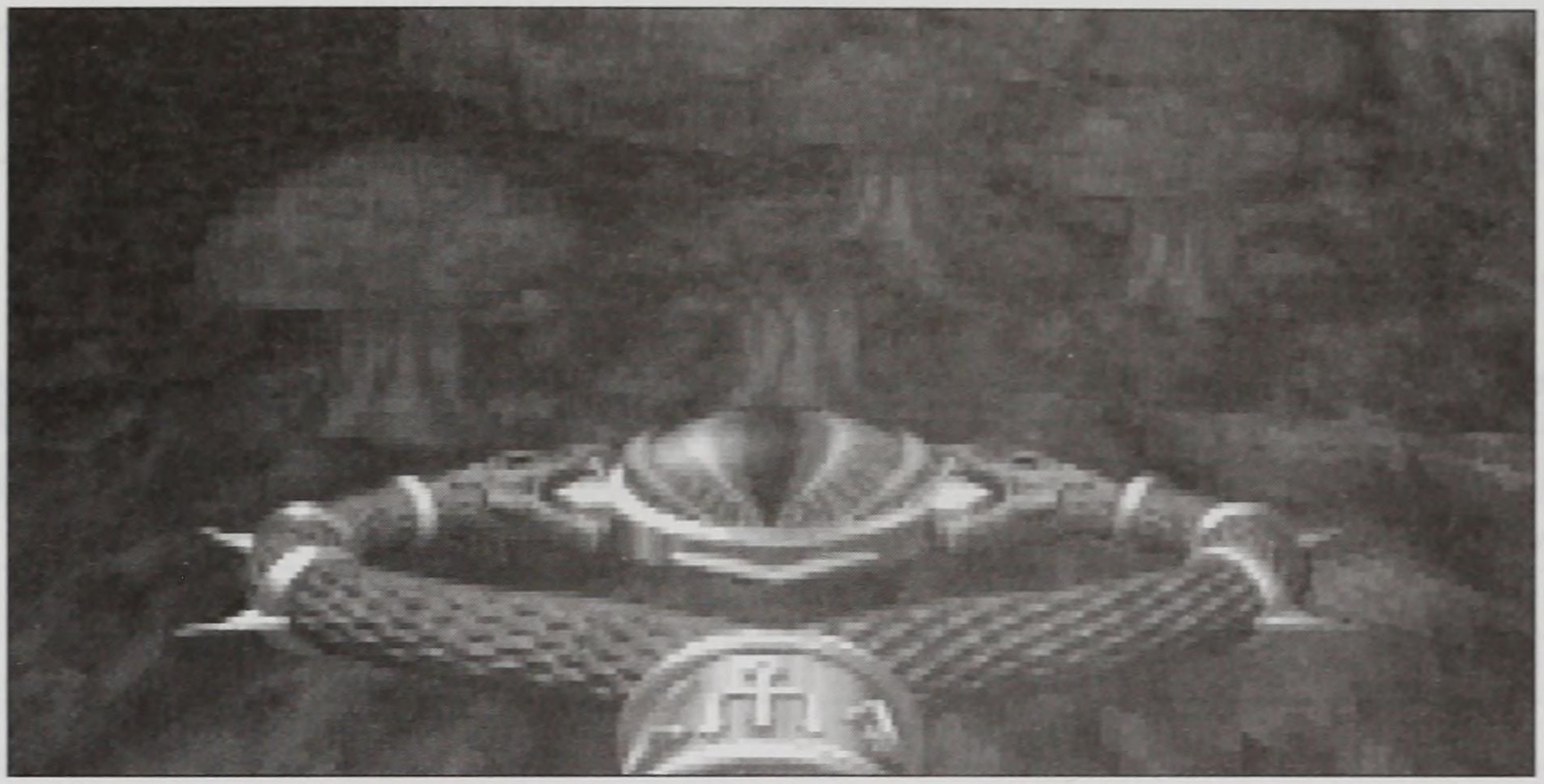
Once these are dead you will face another Heresiarch. He is much easier to deal with than the last one if you run into either of the side rooms where the Bishops were and go up the stairs. He won't enter the room and most of his retaliation will detonate harmlessly in the stairwell while your shots nail him. Those poison flechettes really come in handy. Warriors can hang here and practice lobbing flechettes at him, then bob and weave while hacking after he's weakened.

ZEDEK, MENELKIR, AND TRADACTUS, ATTORNEYS AT LAW

Surprisingly you will find that the Incarnations are, well, wimps. Even the Priest is an easy kill. Korax, on the other hand. . . . He has six (eight? *lots*! You will be too busy beating on him to count) arms and fires every single ranged attack there is at you in multiples, one for each arm. (Use those Icons, and use them *now*!) He springs traps, *hordes* of monsters appear, and when he doesn't like how things are going, he teleports away. Not only that, you have to kill him *twice* before he's really dead.

The Vivarium isn't really a secret level, but you may only enter it so long as you haven't been in any of the three tombs yet. Some interesting traps and a boatload of booty await you.

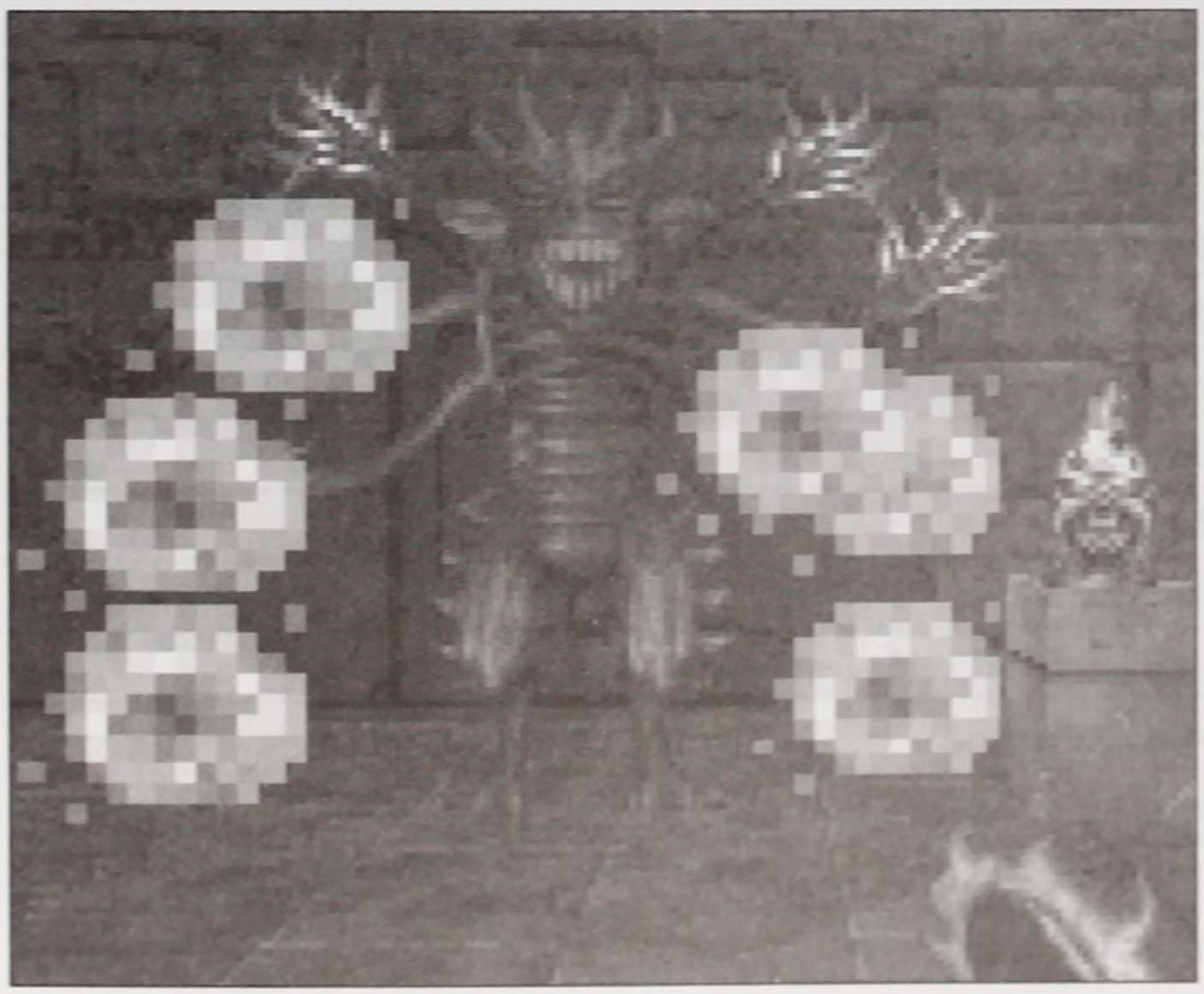
Hold onto the precious Icons of the Defender and only use them in dire straights. I used one when facing the room full of Chaos Serpents and the Death Wyvern at the



Use mushrooms like poison flechettes; they're handy for those spur-of-the-moment parties.

end of Hypostyle. I was glad to have the rest when I faced "His Royal Nastiness" Korax in the final showdown.

Facing Korax is also a good time to use those Maulataur dolls you've been saving. They really put a hurtin' on ole Korax and will probably kill a lot of the other monsters



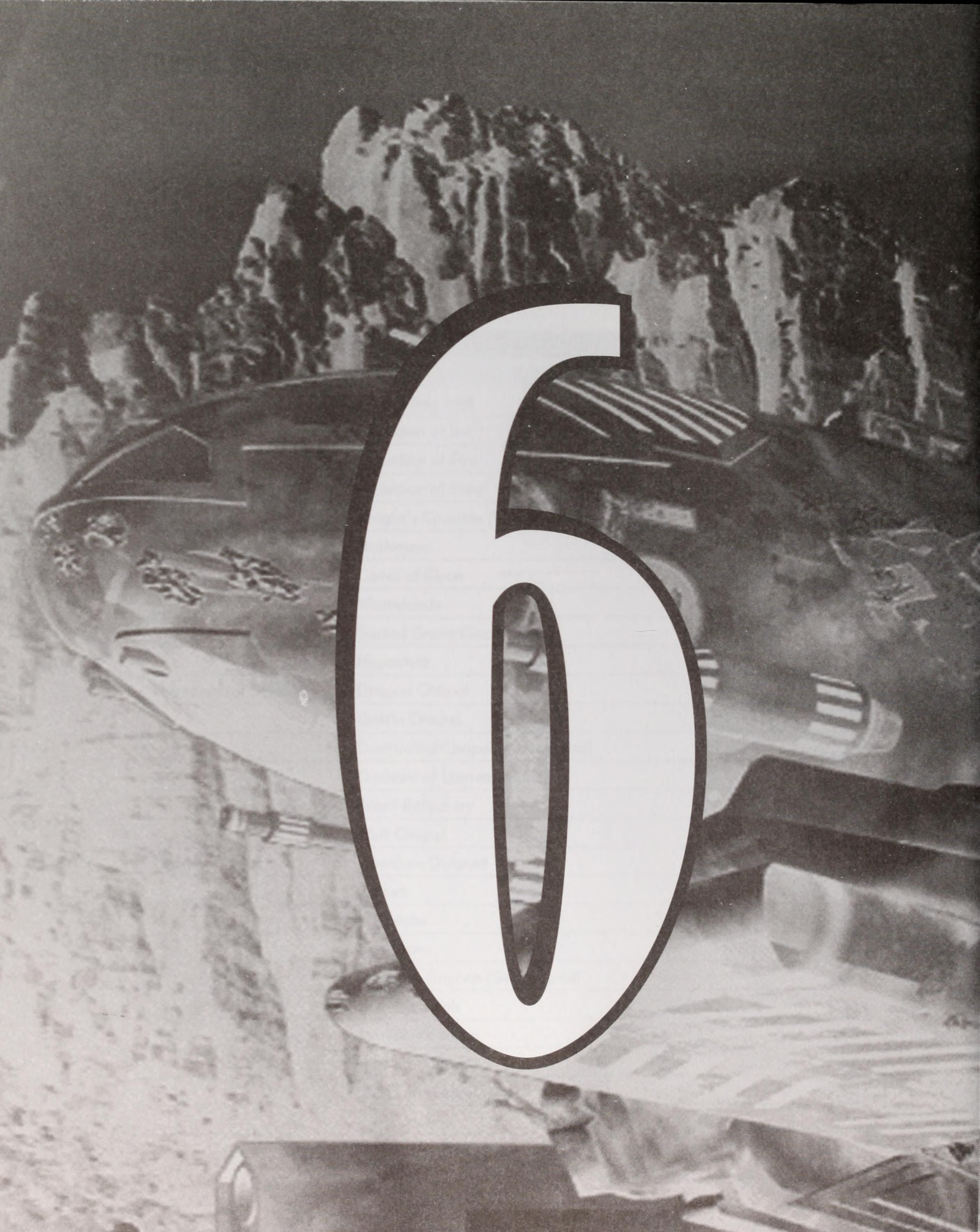
Korax is a killer; use all the firepower that you can.

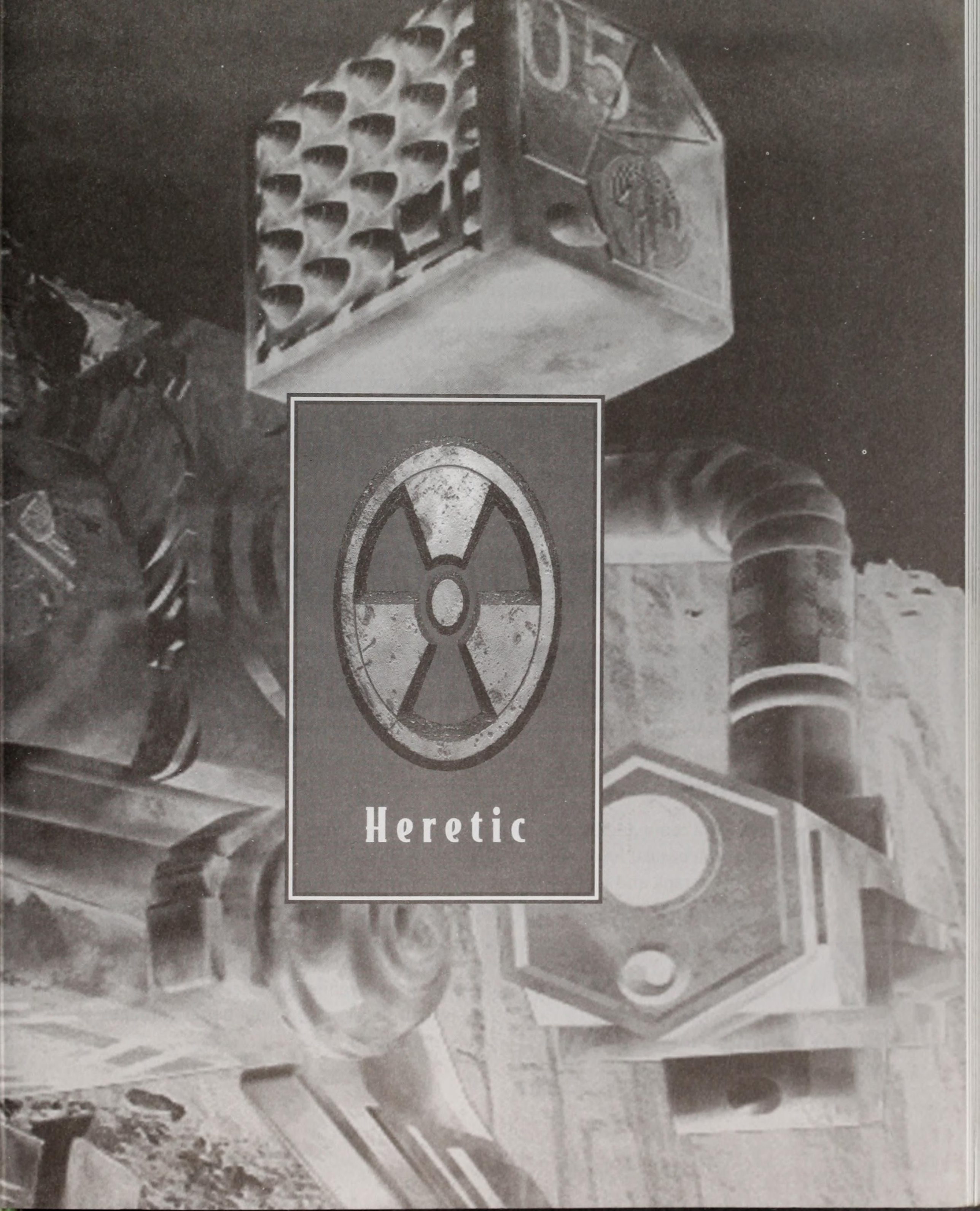
you let loose, letting you rest and recuperate. A good general strategy is to power up an Icon, blaze into the room firing everything you have at Korax, and then trigger a Maulator when your Icon starts blinking. Then run like heck for one of the side passages to reload on manna, then repeat.

Check out the following table for a list of hubs and levels.

HEXEN'S HUBS AND LEVELS

HUB	LEVEL
Seven Portals	Winnowing Hall
	Guardian of Ice
	Guardian of Fire
	Guardian of Steel
	Knight's Crucible (Secret level)
Shadow Wood	Darkmere
	Caves of Circe
	Wastelands
	Sacred Grove (Secret level)
	Hypostyle
Heresiarch's Seminary	Dragon Chapel
	Griffin Chapel
	Deathwind Chapel (Secret level)
	Orchard of Lamentations
	Silent Refectory
	Wolf Chapel
Castle of Grief	Forsaken Outpost
	Gibbet
	Effluvium
	Dungeons
	Desolate Garden (Secret level)
Necropolis	Zedek's Tomb
	Menelkir's Tomb
	Traductus' Tomb
	Vivarium (Secret level)
	Dark Crucible




Heretic

Heretic uses the same engine as *DOOM II*, but includes some extra features, such as the ability to look up and down and new weapons. Get used to the keys that control these new features, or plan on becoming the main course for a band of flying enemies or worse.

CAN YOU KEEP YOUR COOL UNDER PRESSURE?

Unlike most first-person action games, *Heretic* is short on extra ammo. Do yourself a favor and treat ammo like gold. Your Crossbow can wipe out most monsters with one shot, but you'll see how hard it is to keep this weapon stocked. For this reason, the best advice is usually to take on these monsters on your own turf.

RUN AWAAAAY!

Running into a room and blazing away won't serve you very well in *Heretic*, except perhaps at the easiest level of play. Most likely all that tearing around will set off several nasty traps and leave you with that *sinking feeling*. Rather than running around like a soon-to-be chicken, be ready for instant action and back *away* from the room you just opened the door to. In most cases the door will close, leaving you to face only one or two monsters. Deal with them or run away if necessary to get a better vantage point to fire from.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Heretic*.

Be aware of your altitude. If you are moving up a staircase, point slightly upward (a tap or two of the look up key) so your shots will hit creatures at the top of the stairs rather than explode uselessly halfway up. Point slightly down when approaching a drop-off and look out for creatures firing straight up at you. If you see creatures off in the distance, through a window, or in some other area where they can't get at you very well, go ahead and kill them. They aren't very sporting, so why should you be?

Look for different lighting, tapestries, anything out of the usual. Behind these items will be secret doors. You may not be able to open them at the moment of discovery, but come back to these areas later after you have moved on for a while and see if they are still shut.

Some weapons, the Gauntlets, Elvenwand, Crossbow, and Hellstaff are good in either normal, or powered-up mode. The Phoenix Rod, by contrast, is so good when used normally that it really doesn't pay to power it up. You can't kill the big monsters nearly as fast that way. The Dragon's Claw and Fire Mace are *wonderful* powered up, so much so, that you likely will seldom use them (particularly the Fire Mace) in their normal state, though the normal Fire Mace is great for laying down suppressive fire over an area you haven't explored yet. The following two tables contain ammunition and weapon damage information.

AMMUNITION TABLE

WEAPON	AMMO CAPACITY	IN WEAPON	SMALL ICON	LARGE ICON	ON CREATURE	IN BACKPACK
Elvenwand	200	None	10	50	10	10
Crossbow	100	10	5	20	10	10
Dragon's Claw	400	c25-40	10	c25-40	10	10
Hellstaff	400	100	20	100	20	20
Phoenix Rod	40	2	1	10	5	1
Fire Mace	300	50	20	100	None	None

WEAPON DAMAGE TABLE

WEAPON	NORMAL DAMAGE	POWER-UP DAMAGE	AVERAGE ND/PUD	RNDS / SEC. (N/PU)	NOTES
Staff	5-20 hit points	20-80 hit points	12.5 / 50 hit points		
Gauntlets	4 hit dice[1]	4 hit dice	18 hit points		Powered up Gauntlets have 4X the range of effect

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WEAPON	NORMAL DAMAGE	POWER-UP DAMAGE	AVERAGE ND/PUD	RNDS / SEC. (N/PU)	NOTES
Elvenwand	7-14 hit points	5-1 hit die shots	11/22.5 hit points[2]	3.33/3.77	V pattern of shot
Crossbow	middle: 10 hd, side shots: 2 hd each	middle 3: 6 hd, side shots: 2 hd each	63/99 hit points	1.48/1.83	
Dragon's Claw	4 hit dice	2 hd + 8 70-175 hit points/sec ripper chunks	18/989 hit points or 9+122.5 points per "chunk"	5.65/3.37	Great when you're surrounded
Hellstaff	3 hit dice	10 hit dice + 5 hit dice for rain[4, 6]	13.5/45 + 22.5 hit points	11.11/1.63	
Phoenix Rod	20 hd + 128hp blast radius[5, 6]	70 hd/sec direct fire[7]	90+128/315 hit points/second	1. 8 / NA	
Fire Mace	2hd, but 1 in 10 6hd	10,000 hit points[3]	9 or 27 / 10,000 hp	17. 24 / 3. 05	Kills bugs dead

[1] Hit dice (hd) are eight sided. Each delivers one to eight hit points (hp) of damage.

[2] Average damage assuming all projectiles hit.

[3] A powered-up Fire Mace only does 18 hd of damage (81 hp on average) to D'Sparil, D'Sparil's Beast, or Maulotaurs.

[4] Red rain from a powered-up Hellstaff only does 1 hd to the Maulotaur, D'Sparil's Beast, and D'Sparil.

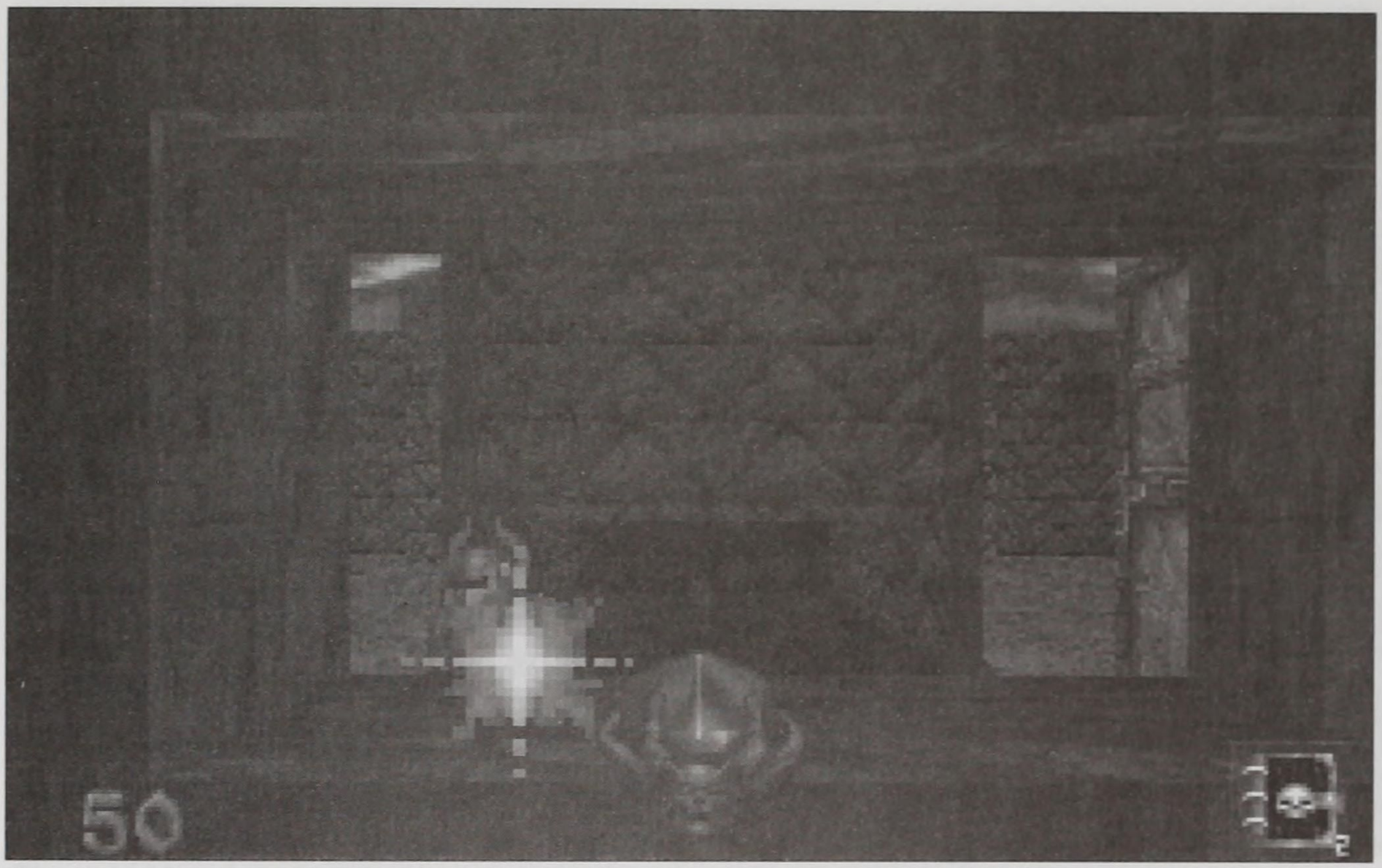
[5] Blast damage (spores and being in the blast radius of Phoenix missiles) do not affect Maulotaurs, D'Sparil's Beast, or D'Sparil.

[6] When D'Sparil gets hit by a Phoenix missile or a powered-up Hellstaff, he has a 40-percent chance of teleporting away without taking damage.

[7] When a player is hit by the powered-up Phoenix rod (flame thrower), his/her movement is frozen briefly.

When using the Fire Mace, you may find it more effective to pitch your aim up by two clicks or even more, especially when powered up. The balls from the *pinball machine* drop quickly to the floor and then bounce along until they hit something, which is great for scattering them through windows to a lower area. Considering how many times you will encounter either Gargoyles or Disciples, you might consider keeping your aim one click up, making that first shot a more certain hit.

Much has been made over the net about the lack of ammo when playing on the Smitemeister difficulty level. Using the tactics described above and the common sense rule of *use what they give you*, you can nearly always leave a level with full ammo. More often, in the early going it can be frustrating to come upon ammo caches containing 140-200 Fire Mace, 10-20 Phoenix Rod, and scores of other rounds plus numerous power ups, only to have to leave most of them behind because of saving ammo and thus fighting at a disadvantage.



Here is an Undead Warrior who can't quite shoot you, no matter what he does, while you can hit his head with your Elvenwand.

VARIETY IS THE SPICE OF LIFE

If you see lots of Sabreclaws coming at you, use the Hellstaff. When facing Undead Warriors or Weredragons, use the Crossbow, if you're running short on other ammo. Don't fall in love with one weapon. Try to use up enough ammo for all the weapons stronger than the Elvenwand so that you can make use of one of the large ammo icons for those weapons. If you are feeling short, take on the Gargoyles and Golems using normal Gauntlets. You may find that you use the Gauntlets much more than you ever used the chainsaw in the two *DOOM*s.

When swimming against the current, remember the Shift key. You can fight *any* current, and win, running. In open areas where lots of creatures are shooting from points you can't easily reach, keep moving, ignore those creatures and concentrate on the ones at your level. Find shelter as soon as possible. Sometimes you can use a current to drift by an enemy position, allowing you to lay accurate fire on their location without worrying about moving to avoid their fire.

When you see a prized item or a key, look out. Danger is near. Expect the worst just *before* you take the item. Unlike the *DOOM*s, Raven prefers to surprise you while

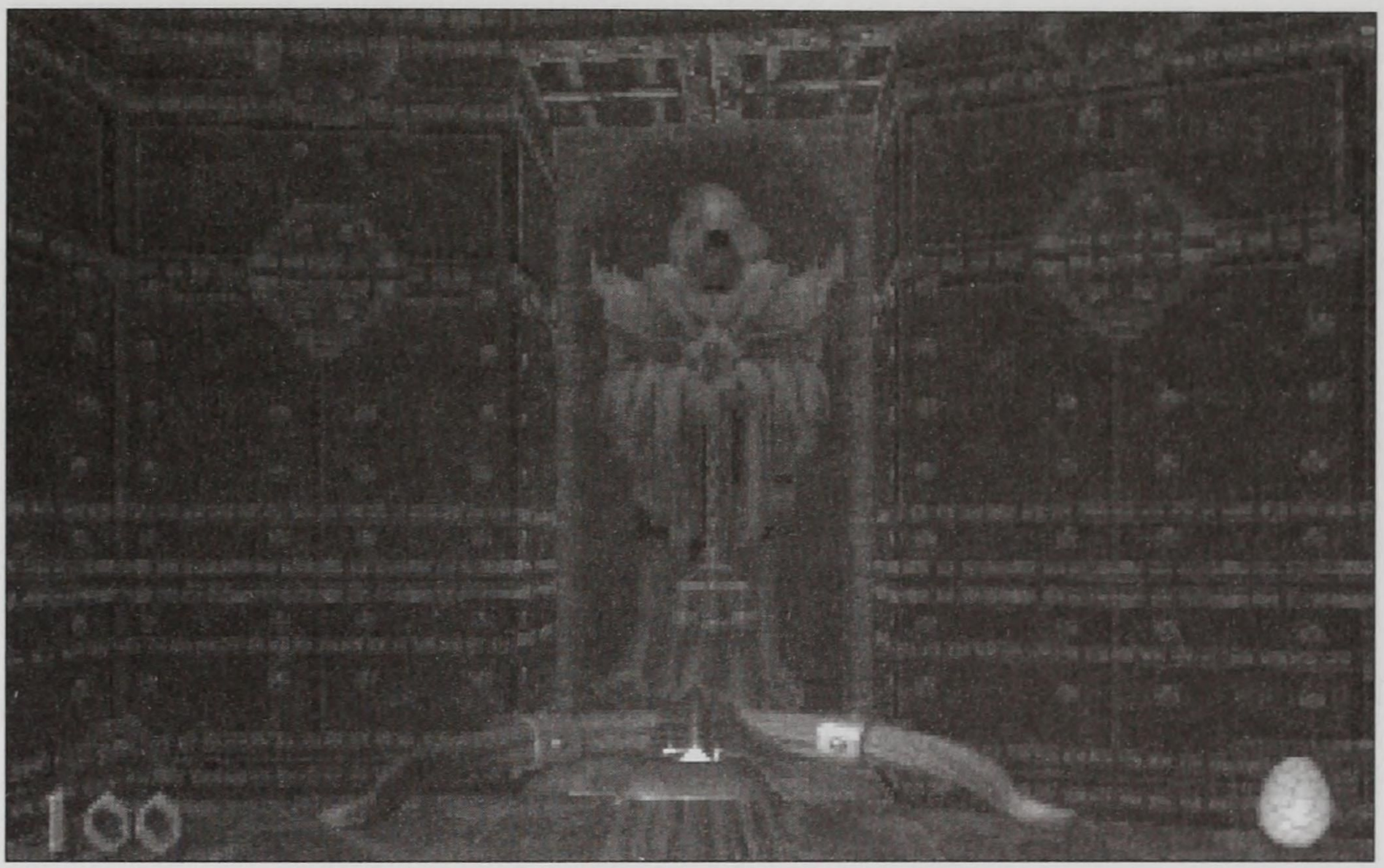
With a pair of Disciples closing in, shooting the spores now will kill both of them.

the carrot is in front of your face to distract you, rather than after it's in your greedy little paws.

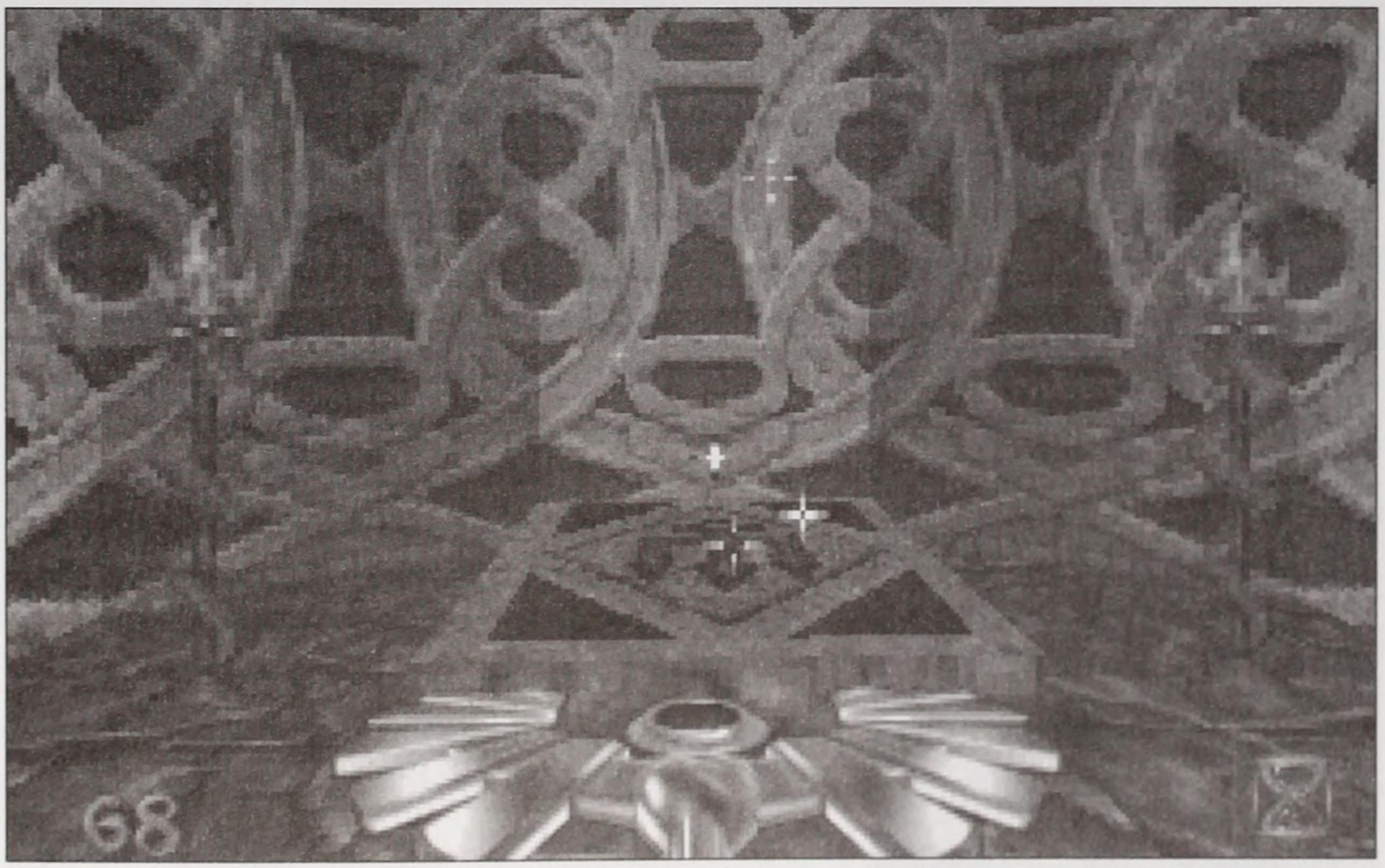
Make use of spores. Place one or two spores next to a door. Fire a couple of rounds into each spore with the Elvenwand to put them on a hair trigger and select the Crossbow. Open the door and back away, keeping your aim fixed on the spores and away from any monsters; then fire. You may have to put a *finishing touch* on those unfortunates that rushed through the door if they don't die outright, but you will certainly save some ammo.

Time Bombs are fun. Activate a new door, and just before it opens all the way, hit the Enter key to place the bomb, and then run away fast. Or save them until you have Wings, and fly around backward so you can see if it's worthwhile; then drop them as you go. With the exception of the Wings of Wrath, you can take one of each power up with you to the next level, so saving those seven Time Bombs for another level won't avail you anything.

Once in a while, when you aren't up to your armpits in monsters, take a moment to look at the scenery and listen to the sounds and music. The artists and musicians at Raven did an excellent job, creating beautiful presents for the eyes and ears. Raven improved the *DOOM* engine so that sounds can be placed, as items are, at particular

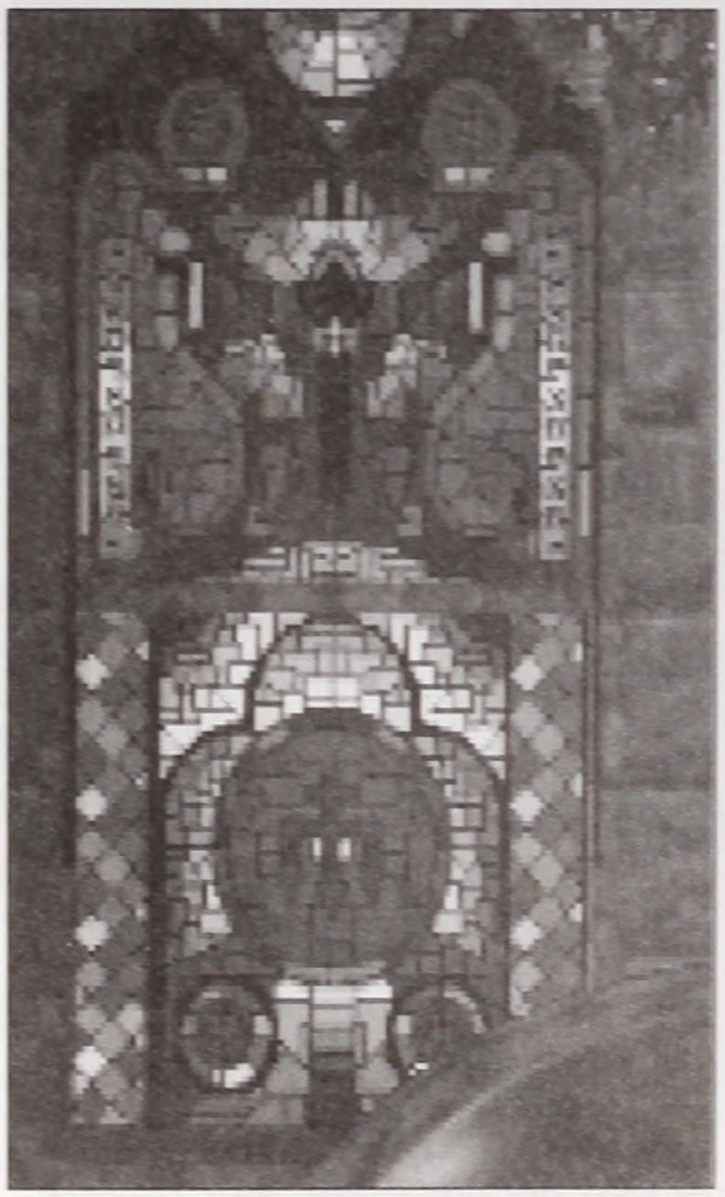


These hidden doors are frequently locked until action has been taken elsewhere.



Here is a teleporter to a secret level. Notice the blue triangles that appear in the four corners.

Another hidden door, where there are numerous different types of doors including large, ornate panels, though those are not always doors.



Some stained glass, huh

locations. As an example of Raven's sound artistry, listen to what happens as you get closer and closer to the large spiral staircase in E1M4. At first, you can barely make out that you are hearing anything at all. As you get closer, then start to climb the stairs, those whispers grow gradually louder until you find your first Disciple, who is in full voice as he toasts your marshmallows.

When you get to the Cathedral (E1M6), pause to take in the stained glass windows. See if you agree that you have never seen stained glass done so well, with such life and vigor. They wonderfully convey the effect of being lit from behind, and when you first behold them, they will likely fill you with awe. Keep a torch burning in the window.

Dark Forces

When the going gets tough the tough get going, so suit up in your best Imperial armor, and get ready for some epic space battles in LucasArts's *Dark Forces*. A 3D game based on the familiar *DOOM*-style of play, some of the fundamental mechanics in *Dark Forces* are similar to those present in other 3D efforts. But *Dark Forces* has many new and unique features as well. Although the game only includes fourteen 3D levels, the levels are much more intricate and engrossing than those in typical 3D games. *Dark Forces* will challenge the most demanding gamer, yet be a relatively easy jaunt for new players. In order to get the maximum blast for your buck, it's important to take advantage of some of the fresh features in the game. Thus, this chapter will present a series of general hints and tips that will allow you to chalk up a few more ticks in the kill column!

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Dark Forces*.

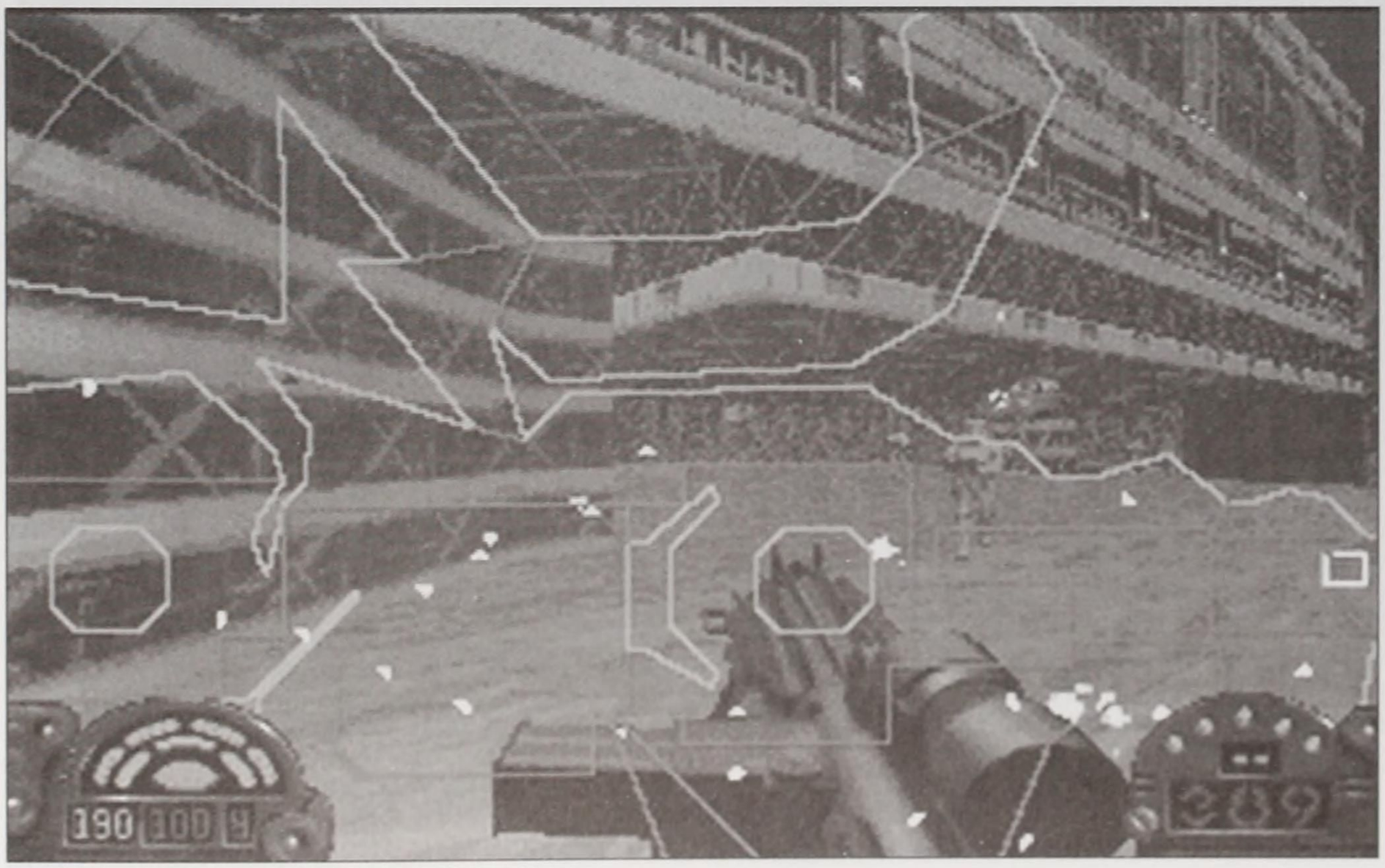
MAY THE FORCE BE WITH YOU

First and foremost, the key to *Dark Forces* is exploring the environment. LucasArts has combined action and adventure game elements. The result is that items are available

to hunt down in levels and in all cases, specific mission goals need accomplishing. When traveling through levels where one of the mission goals is to return to the ship, pay special attention to the way in which you entered the level, so you know how to get back to the ship. Although most of the missions can be completed in a very linear fashion, if you wish to explore further levels there is a *lot* to do and see.

THE NEXT DIMENSION

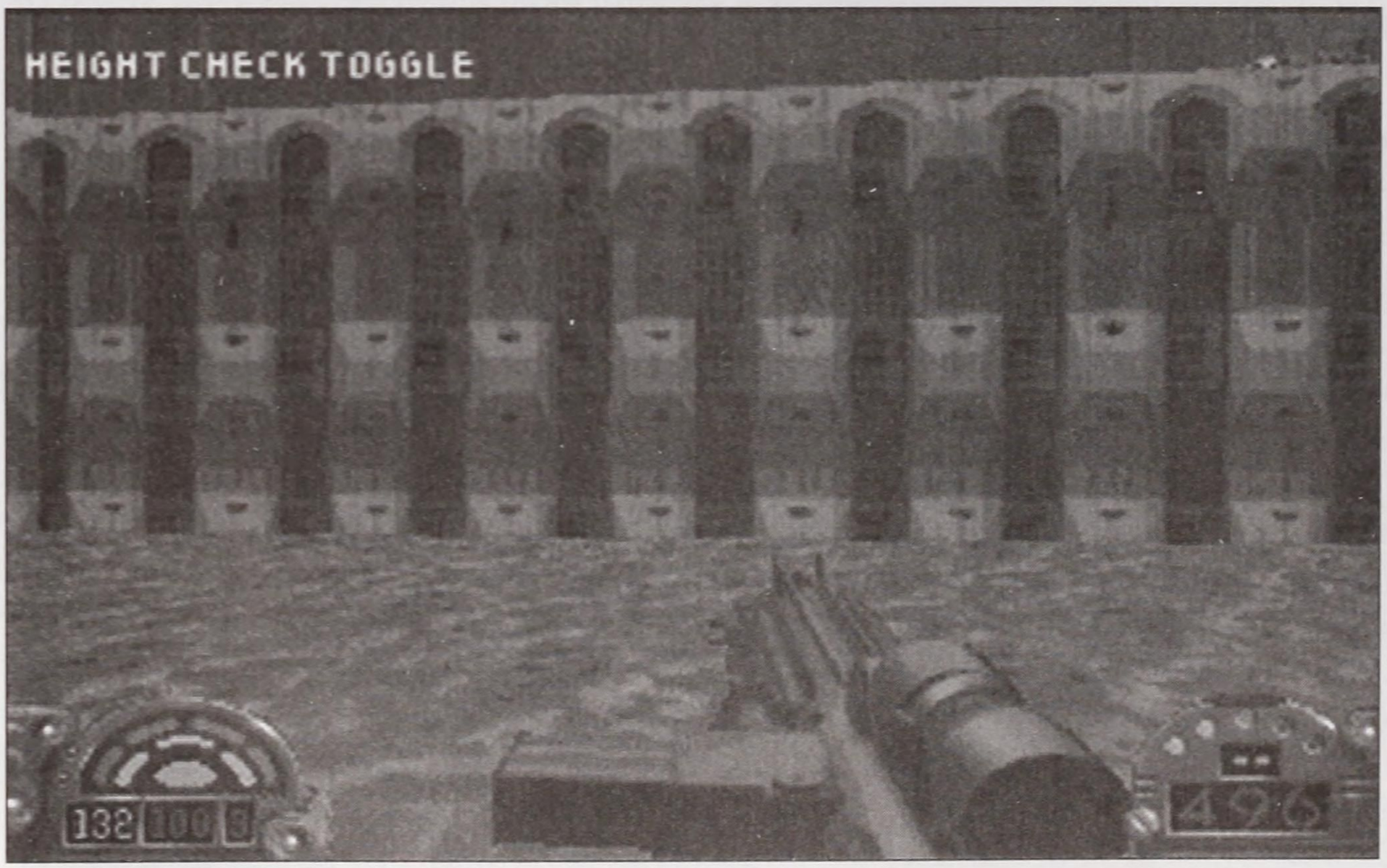
In *Dark Forces,* perhaps the greatest improvement over *DOOM* is in the level design. Although some players have complained that the playable demo of the first level is extremely short, the other thirteen levels are huge, with amazing architecture. The game includes technology not present in *DOOM—moveable sectors*. In this game the player can actually move parts of the scenery around. Examples of this include gigantic elevators, fans, and platforms, all of which add a real fourth dimension to the game play. Another interesting feature that adds depth to the game is the ability to stack levels on top of each other; where *DOOM* can only have one dimension of level depth, *Dark Forces* levels are intricately related in surprising ways guaranteed to keep the player thinking.



The automapper helps you find level secrets.

The intricate level maps can be hard to follow at times; a real key to unlocking some of the level secrets is to use the automapper, activated through the Tab key. The map is overlaid on top of the play area this way, so you can actually travel around a level with the automapper constantly on the screen, an excellent idea if you are feeling lost. Believe it, chances are you *will* get lost a few times because there are many very tight corridors to travel through.

Speaking of maneuvering through the levels, many players forget to take advantage of two really unique features in *Dark Forces*—the jump and duck keys. These actions are vital to completing many of the levels, as you will have to duck down and travel through air vents and jump across bridges in order to complete many levels. But be careful: some of the jumps are so high you can fall down to your death with a single jump. Nonetheless, it's important to take risks with jumps, and remember that by running (activated by holding down Shift) and jumping, you can usually attain a higher altitude. If you don't take enough risks with trying jumps that look nearly impossible or falling off cliffs hoping there is a platform below, you could start running around in circles. So take risks!



Empire Window Shopping?

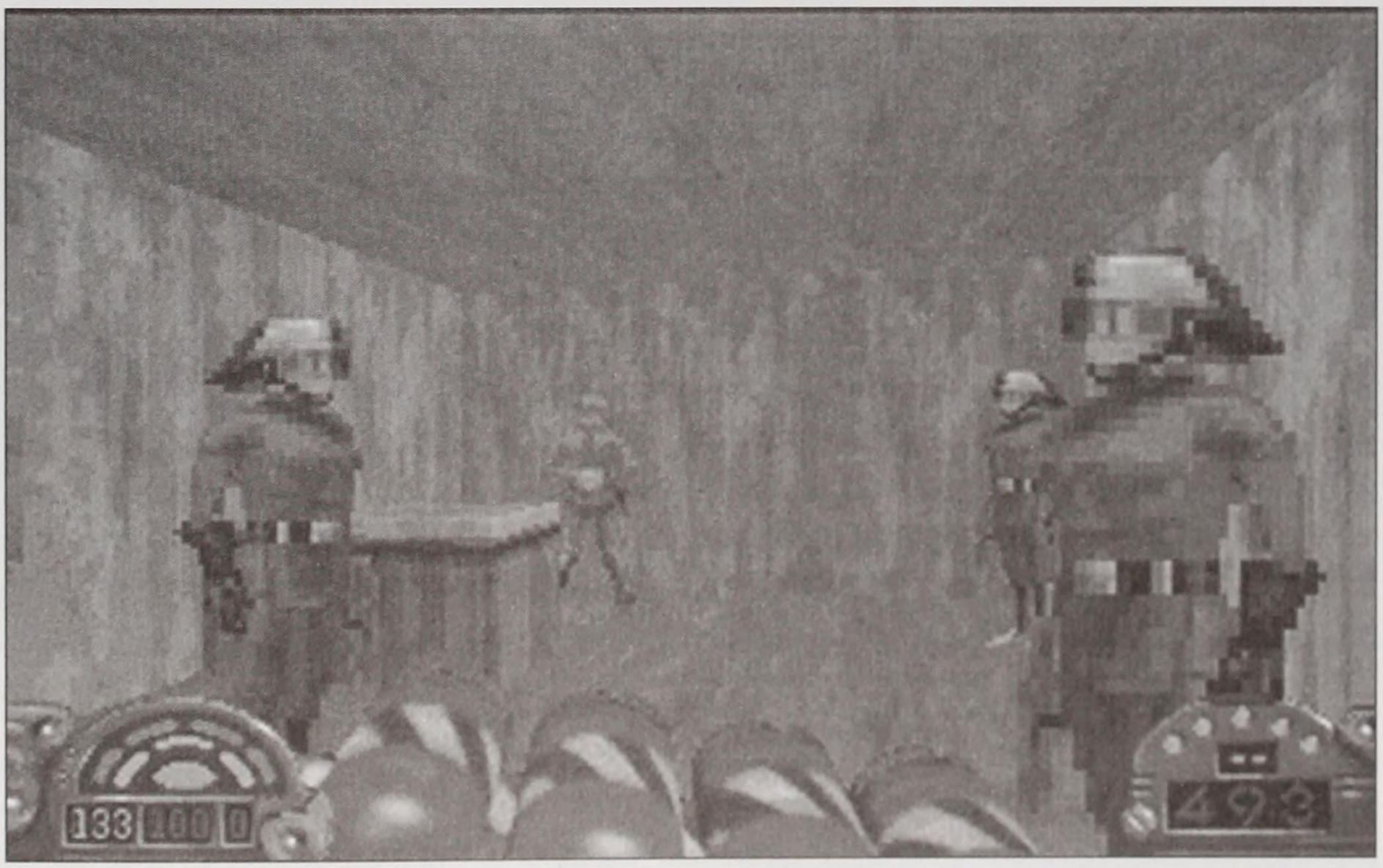
DECLARING YOUR TERRITORY

One way to better align yourself in a level is to use the look up and down keys to explore areas above and below your current position. It's especially important to use the look up and down features to pick off enemies from a distance who are above or below your current gunsight.

Some of the levels offer the chance to shoot out light bulbs in the ceiling; although this feature may seem useless, it's a great way to mark where you have and haven't traveled in a level.

One game element that often throws new players is how to deal with levels that require *keycard* access. Panels consisting of three computer screens are frequent, and you need to enter a three-digit code to unlock certain doors. The keycards are picked up off guards in the level, usually those commanders dressed in brown uniforms. The catch is that in order to read these keycards, players need to press F1 and then select the *inventory* button. Many players totally miss the excellent options the F1 key can provide, including the ability to view detailed maps of the level and review mission objectives.

As alluded to before, there is an immense puzzle-solving aspect to *Dark Forces*, which means revisiting certain parts of levels more than once. If you ever feel that you



Keycards can be found on the guards in brown uniforms.

can't get any further in a level, try backtracking and seeing if a new door has opened. You might have particular trouble in the swamp level, especially if you forget to re-check all the gates more than once. The gates—which are activated by the large red lever in the middle of the swamp island—need to be traveled through at least twice in order to complete the level. In addition, on levels with water currents if you are having trouble walking against the current, try jumping across the water, as it will really speed up your trip.

HARMONIOUS INSTINCTS

Although this may sound like a trite point, pay particular attention to the music in the game. Using LucasArts's patented *iMuse* system, the music changes according to the game's atmosphere. If the music suddenly changes to a pulse-quickening tempo, keep exploring that area because chances are that something new is just around the corner.

Speaking of sharp corners and new locations, make sure to use your headlight, activated by pressing F5, to see in dark corridors. The infra-red glasses can also be used to see in dark areas. If you are totally out of battery power, it's easy to cheat and get a little more light: Simply call up the configuration screen and set the Gamma Correction to high to shine a little light on your predicament.

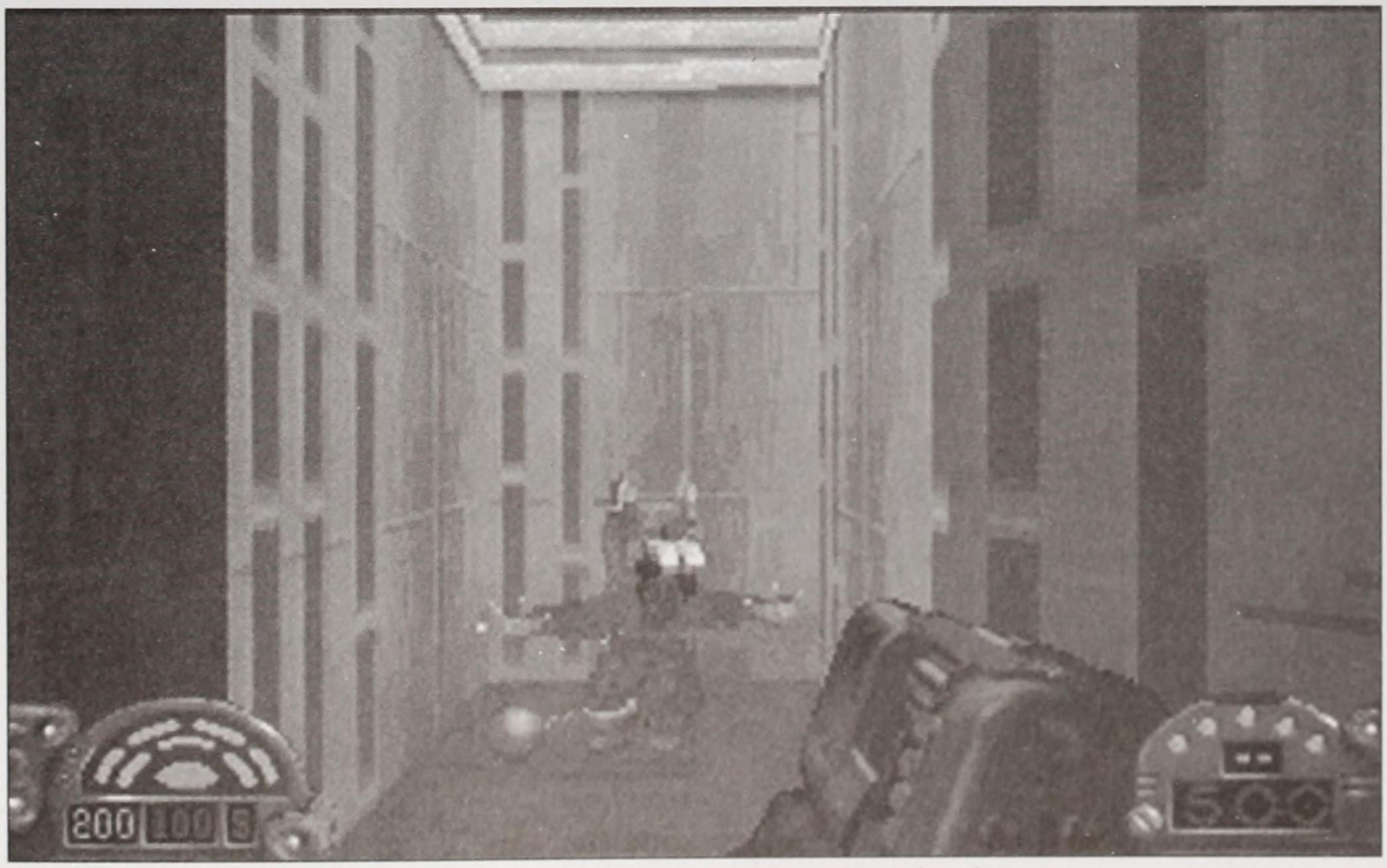
Infrared glasses and the Gamma Correction can be used to check out dark corners.

From the Easter Egg Department

An interesting secret area is present in the Robotics Factory ice level. Near the large cliff—which looks impossible to jump—jump slightly off the edge, and you should land in an area where you can obtain ice cleats, which are extremely useful for this particular terrain. In addition, a small catwalk along the side of the first cliff where the ships drop you off is present and will lead to another secret area filled with great items; but there's a catch! If you pull up the automapper for this secret area, you will see the image of a bunny's head appear, which is no doubt a reference to LucasArts's *Sam and Max* adventure game. If you're interested in finding out exactly how many secrets are left to uncover in a level, the F1 key's menu does provide a percentage status for secrets found.

CHEATERS PROSPER IN 3D GAMES!

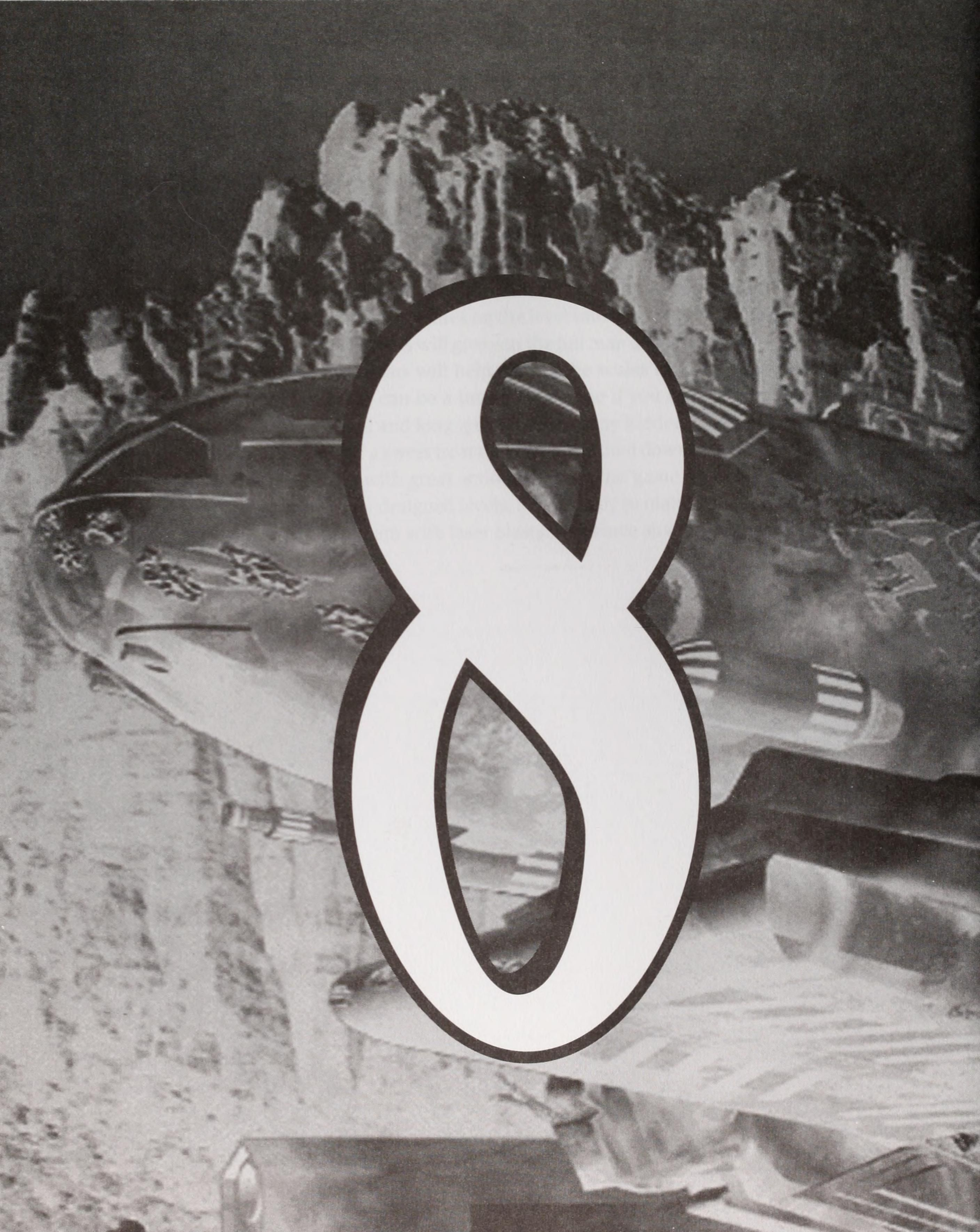
No 3D game would be complete without cheat codes, and *Dark Forces* has its share of codes, which are simply entered through the keyboard. Typing in **LASKIP** will automatically transport you to the next level in the game, and mark that level as "completed"

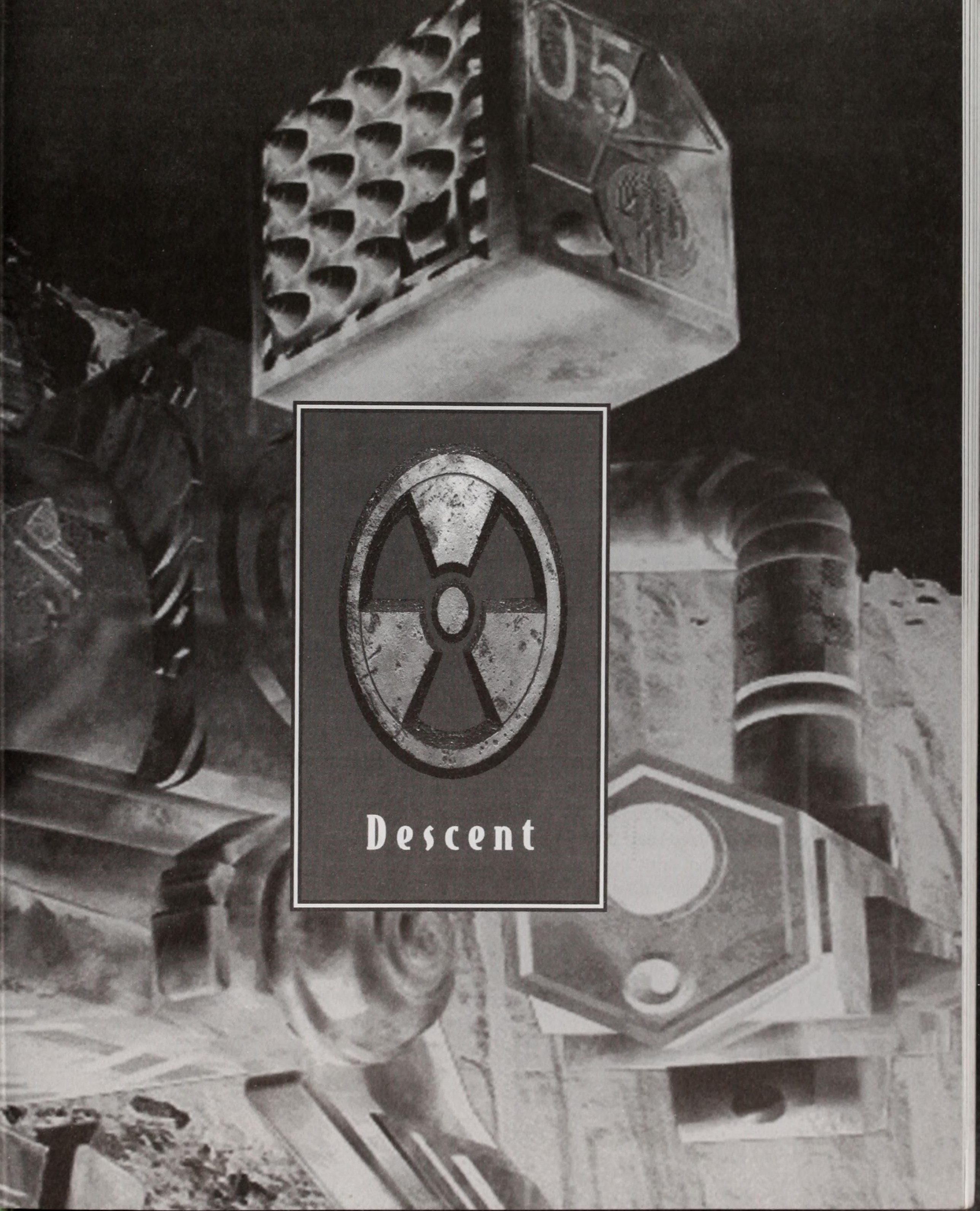


The F1 key provides a percentage status for secrets found per level.

on the main menu. Since the game only has fourteen levels, I don't really advise using this code, as it does spoil a lot of the excitement and destroys the plot. **LAPOSTAL** will give you access to all of the ten weapons in the game while at the same time restoring health to 200 percent, allowing access to all accessories such as the gas mask, and also restoring shields. Full invulnerability is available through the configuration screen. **LAREDLITE** will freeze all the enemies on the level into mannequins, who obviously do not put up a fight. And **LACDS** will give you the full map and all the stuff—go crazy!

Hopefully these initial hints will help you tip the scales of gaming to your side, and remember: *Dark Forces* can be a brute force game if you wish, but at the same time it can be a very elegant and long journey with many hidden secrets. *Dark Forces* is a lot like a marshmallow: a sweet treat that can be pushed down, but always springs back to its original shape with great action, keeping the game enthralling in some extremely intricate and well-designed levels. So get ready to make designs all over the empire's bases and scorn them with laser blasts: The Force shall be with you!




Descent

Descent, by all accounts, is the most difficult 3D action shooter to come down the pike so far. Many users find *Descent* difficult, even on trainee or rookie settings; at the very least it is certainly a rude shock to those of us used to playing and winning *DOOM* and its brethren on their *ultraviolence* settings.

DESCENTING OPINION

Don't feel wimpy playing *Descent* on rookie or even trainee settings. Few of those posting online have boasted of succeeding at higher difficulty settings. While *DOOM*, *Heretic*, and *Dark Forces* seem to work best when played using a keyboard, treat *Descent* as what it is, a flight sim, and use a fancy joystick. It is often essential to create complex movement vectors to baffle robotic retaliation and the only effective way to do so is via a joystick.

A room will often appear vacant until entered; then swarms of silicon denizens will emerge from their cubbyholes to pummel your craft. Unless you are in a large room, and frequently even then, run into the room to trigger their wrath and leave immediately. They tend to gather by the door you entered and may be defeated in detail as they streak out to meet you in ones and twos. If you have enough missiles, fire your beam weapon to open the door; then quickly lob a missile after your shot. As soon as the missile is away, dodge sideways or vertically to avoid returning fire.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Descent*.

I'M GONNA LIVE 'TIL I DIE

Above all, try and conserve your shields. Even on the introductory difficulty levels in *Descent*, shield globes are few. Once your shields have fallen below fifty, it may be long and even longer again before you can achieve shield values above 100 once more, and that extra level of protection is often essential to staying alive to finish off the reactor.

For those in dire straits, consider dying on purpose near the entrance to the level. When your shields are below twenty and nearly worthless, kill more robots to get the maximum benefit from the shields you have left. Once your shields are under ten, run back to a quiet room near the entrance. Drop a mine and wait . . . *Boom*! There you go, new shields and energy. Run quickly to the room where you left your gear and retrieve it. Power-ups left by a dying player and missiles left by robots will disappear if not picked up quickly.

Don't grab a cloak or invulnerability power-up before you need it. You only have thirty seconds when you get one, so make the most of your time. Use the power-up near where you find it; don't *save* it for later, thinking you can grab a cloak and run halfway across a level to get to the reactor.

The higher the difficulty level you select, the longer it will take you to recover from a furious fur ball. At the trainee setting, you get eighteen points added to shields and energy when you pick up their respective power-ups. Fifteen points are added at rookie level, twelve at hotshot, nine at ace, and only six at insane. While the lack of energy isn't so bad (after all, there are one or more recharging areas on each level), there are no such facilities for shields (a shame, really). While you could trust that id or Raven would provide enough health power-ups to keep you going after a fight, you can make no such presumptions while in *Descent*'s tunnels.

HAVE LASER, WILL TRAVEL

At times during the game you will be stuck with a level one single laser. While that isn't a great weapon, it gives you the motivation to practice the essential *shoot and scoot* tactics that must be honed to a fine edge to succeed in *Descent*. Return fire from any robot in the game is serious. While wading into a host of monsters in *DOOM* and its ilk is almost *de rigueur* at times, the attrition of your shields makes that a prohibitively expensive tactic in *Descent* because shield recovery is so slow.

Enter a room, hang out by the doorway, take a few potshots at one robot, and leave before any shots can hit you. If you hear drumming sounds or a whacking noise, get out fast so a missile doesn't find you.

Quad lasers and the spreadfire cannon are probably the most useful primary weapons in the game. Quads do the most damage, while the spreadfire cannon is great for firing a few shots in their general direction and ducking behind cover.

The vulcan cannon has two traits that make it an essential part of your arsenal. The vulcan doesn't use energy, so it is perfect for those times when your energy is low and you haven't found an energy station yet. The vulcan's other use is to kill missile robots while remaining mostly hidden. Because the vulcan fires one stream of tiny shots that don't detonate prematurely brushing against a wall, it is easier to aim into tight spaces and plink on the arm or shoulder of a 'bot that is barely protruding. By the time the robot reacts and starts around the corner, he will be close to death.

The fusion cannon is a waste of time and energy. When you hold down the trigger, your ship starts bucking like a bronco and slowly spinning around, it is only by luck that you can fire it and hit your target. After extensive experimentation you will likely find it more trouble than it's worth.

The plasma cannon is good for laying down a wall of fire. Normally, when you encounter certain robots (the vulcans in particular come to mind), you will have to be damaged by them unless you can kill them with homing or smart missiles. For those times when energy is plentiful and missiles are few, try entering an area near the target robot, where it can hear you and could come out and shoot, and just hold down the trigger on the plasma cannon, keeping your fire-stream as close as you can to the entryway that robot will have to use to get to you. Eventually most robots will come out to see what you're up to and get fried before they can shoot back. See the following tables for statistics on weapons.

LASER DAMAGE INFLICTED IN TEN SECONDS

LASERS	SINGLE	DOUBLE	QUAD
Level 1	384.6	769.2	1,538.4
Level 2	423.06	846.12	1,692.24
Level 3	461.52	923.04	1,846.08
Level 4	499.98	999.96	1,999.92

ENERGY WEAPON SPECS

WEAPON	SHOTS	DAMAGE PER SHOT	SHOTS FIRED IN TEN SECONDS	DAMAGE INFLICTED IN TEN SECONDS
Vulcan		4 points / 13 rounds	2,335	718.46
Spreadfire Cannon	30	10 points / ball	47.85	1,435.5
Plasma Cannon	22	11 points / ball	66.3	1,458.6
Fusion Cannon	55-120		6.9	379.5
Flare	1			
Laser			38.46	

NOTE: **These figures are for one barrel only for all the energy weapons.**

A MISSILE A DAY HELPS KEEP ROBOTS AWAY

Concussion missiles are good weapons to use on the reactor. The reactor is large and it doesn't move much. They can also be used to good effect in confined spaces where the robots don't have anywhere to hide. Homing missiles will be your mainstay for killing pesky 'bots. One of them will kill those evil vulcan 'bots, and they can be fired from out of line of sight.

Bombs are good to leave behind when you're being chased. Many of the robots are tenacious in their pursuit, and this is one way to cool their jets. Smart missiles are great; if only there were more of them. One direct hit will take out most 'bots, but you can also blind-fire them into a room. Once they hit, they break up into six globes that seek out strange new 'bots to kill. You are guaranteed one kill and should severely damage, if not kill, at least one more robot.

Mega missiles are large dumb-fire missiles, made for those times when you want to make the world go away. Make sure you stand back when you fire; they have a huge blast effect. Point one in the general direction of several robots and let it fly. The following table shows weapon damage per shot for lasers and missiles.

WEAPON DAMAGE PER SHOT

LASERS	SINGLE	DOUBLE	QUAD
Lasers level 1	40	20	10
Lasers level 2	44	22	11
Lasers level 3	48	24	12
Lasers level 4	52	26	13

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(Continued from previous page)

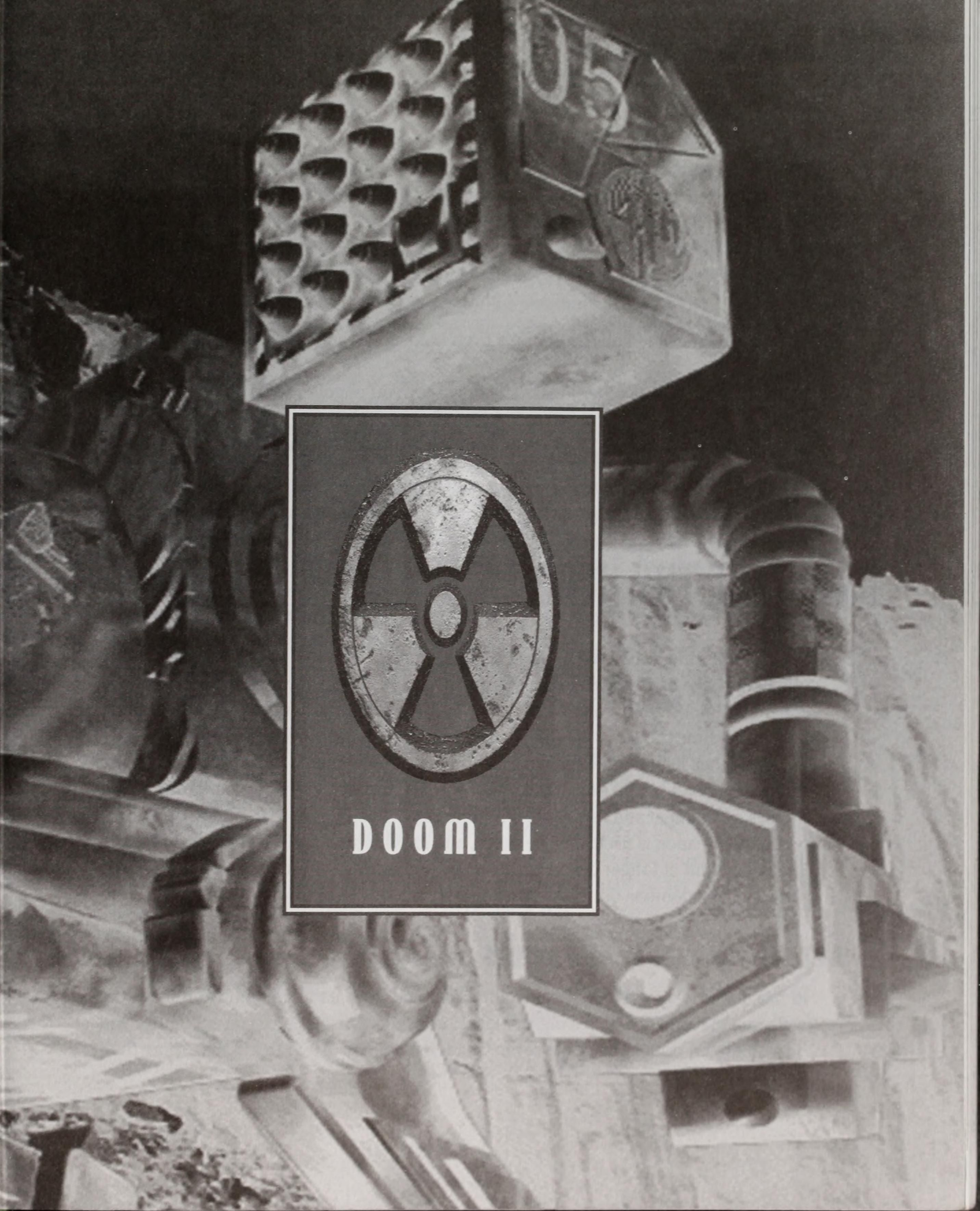
LASERS	SINGLE	DOUBLE	QUAD
Missiles			
Concussion	25		
Homing Missile	26-28		
Proximity Bomb	24		
Smart Missile	200+ for a direct hit		
Mega Missile	187, 70 blast		

I'VE GOT A SECRET

There are three secret levels in *Descent*. These levels may be accessed from normal levels ten, twenty-one, and twenty-four. Of particular significance is the secret asteroid base that you can get to via level ten.

In the area near the hostages, you will be shot at by a vulcan 'bot that is hiding behind a grate. After you kill him you may note that the walls of his cubbyhole are blue. That is the area that leads to the secret exit for level ten. Nearby is a hidden door that will let you in. Don't forget to go through there first and clear out all the potential scrap metal *before* destroying the reactor. There will be precious few seconds left to deal with enemies on your way out.

Once at the asteroid base you will find yourself beset by a plethora of new robots. In fact, the only familiar faces to be found are two big green 'bots in the reactor room firing green bolts. Everyone else is new and, boy, are they improved. Most of them spew forth a half-dozen shots or missiles (unguided, fortunately) at once on several vectors, like berserk Catherine wheels. Fortunately, power-ups and missiles are there in plenty, so you don't have to worry so much about your shields.


DOOM II

So you evicted all the demons from Mars and want a vacation back home on Earth. Well . . . id has other ideas. The only way you're going to be able to kick back and relax is to run, jump, and shoot your way through another thirty-plus levels of mayhem and carnage.

BRING ME THE HEAD!

What's a Marine to do? Well, the first thing to do is to know your equipment. Only two items have been added to the Marine inventory. One is the megasphere. A megasphere will boost your health and armor to 200 percent. When you see one of these babies, it's time to worry; trouble usually follows in large numbers.

The other new item is the combat shotgun. Sometimes it will seem like it takes forever to reload (and it does), but when you fire, lots of critters go away. You can kill masses of troopers and sergeants with one shot. Two imps will frequently go down when this weapon is used at close range, and its wide shot pattern ensures that *someone* will get hit at longer distances. Specters, demons, and lost souls all die with one shot and cacodemons only take two and part of a third to go down.

BETTER THE DEVIL YOU KNOW

id has added seven new monsters to the mix and they are all anxious to roll out the welcome mat and give you a big wet kiss. (Yech!) The first greeter you encounter will be a chaingun dude. They take seven bullet equivalents (BEs) to kill, one more than

imps. They, like their pistol and shotgun-wielding brethren, are annoying from long distance, because the only notice you get that you're being shot at, or getting shot (Ow!), is a bullet puff. They seem to be better shots than their siblings, which makes it unwise to use a chaingun on them. Even two can chew you up pretty well before succumbing to your bullets. Try using the combat shotgun or a plasma rifle unless they are at long range; then you're stuck using a chaingun or rockets.

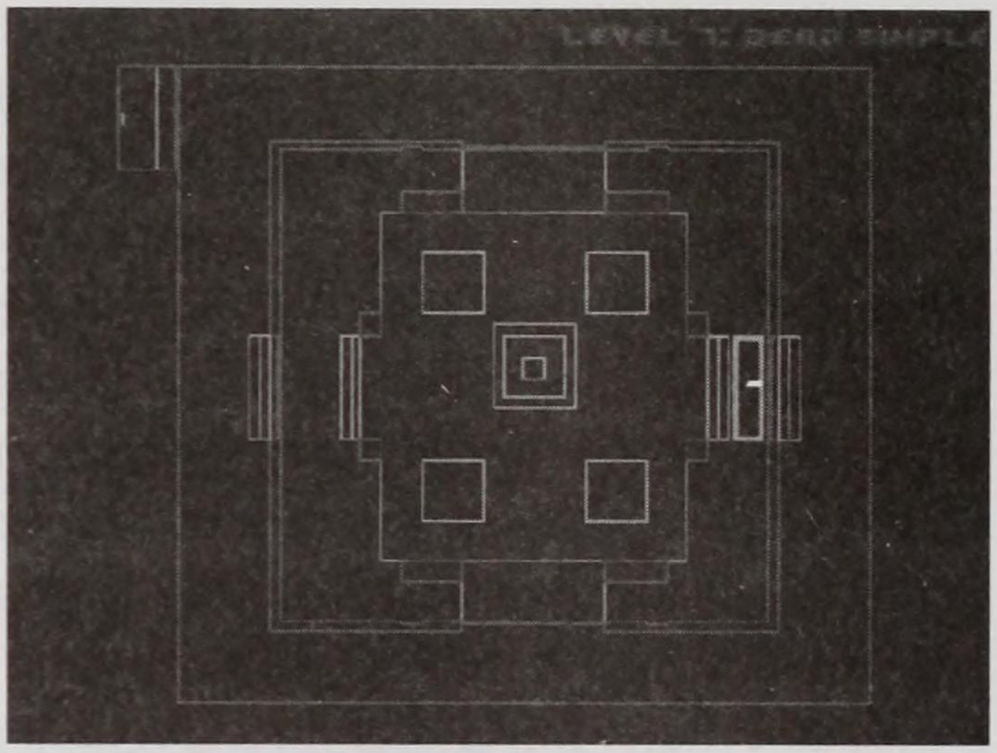
Revenants are the most troublesome, outside of cyberdemons. They take thirty BEs to kill, they move faster, and are more aggressive than any other monster in the game; the rocket they fire will do half the damage of yours and it is *guided*. (You can start running now, it won't do you any good.) The worst of it is they have a punch like a Missouri mule. Never *ever* let a revenant get close enough to punch you; in close quarters they will put your lights out before you know what hit you.

If you have walls to duck behind, use whatever's handy to take them out, but if there are open stretches between you and them, use the rocket launcher or the BFG. That sounds extreme, but trying to be economical while dodging missiles in an open area is a good way to get dead. They hunker down just before they fire.

What seems to work best when dodging in the open is to make a last-second running strafe *toward* the missile and just past its flightpath so it commits to a turn and then run toward the revenant. This procedure bears a close resemblance to that used to dodge air-to-air missiles in a flight sim. Use the combat shotgun and duck behind a wall to reload. That way you won't be tempted to linger for another shot and collect one of their rockets.

Hell knights are wimpy versions of barons of Hell that take fifty BEs to kill. (Barons take 100 BEs.) They pack the same death-dealing green fireballs, so don't stand around and take pictures. Three rockets will put them away. There *is* a difference in coloration between barons and knights, but you're usually too busy dodging their fireballs or trying to get off a couple of quick rocket shots to notice. If you encounter one of them alone, you might try using the combat shotgun, if you're hard up for rockets. If you are given leisure to study them, you can tell knights from barons by their shortness of stature and the brownish cast to their features and pants. Barons of Hell are taller and pinkish, at least at close range (don't try this at home).

When you get to level seven you will meet two more denizens of Hell, the mancubus and arachnotron, in that order. Mancubi weigh in at sixty BEs to down or three direct hits with a rocket. Fighting them will help with your dance lessons. They fire four shots from each arm and then pause for thought (or a Twinkie), and then fire again.



One arm will point straight at you, the other points about five degrees off your bearing, so it is easy to get hit by the shots from that arm while dodging the shots pointed at you. If there are more than two of these big guys it's almost impossible not to get hit. Since they pause between salvoes and make a "humduWAAA" sound just before they fire. The combat shotgun again is a good choice, but if there are large numbers just BFG 'em. One on one you can use the chaingun or plasma rifle because they don't take pain well and will stop shooting.

Arachnotrons are nearly as annoying as their big brother, the spider mastermind. True, they only take fifty BEs to kill, but they have a plasma rifle, just like you. Here again, three rockets will do them in and that is the best weapon to use on them because of the rocket launcher's high rate of fire.

I FEEL YOUR PAIN

Pain elementals are large one-eyed monstrosities with horns. They can absorb forty BEs before dying, same as their cacodemon relatives. When you see one (or, perish the thought, several), kill them immediately unless you *like* being nibbled to death by lost souls. Use a shotgun, combat shotgun, or the BFG on them, but *don't use the rocket launcher* because you'll fire a rocket just as one of those flying skulls jumps right in your face. The two shotguns are good choices, as they will kill off the constant stream of skulls coming at you, while any stray pellets will put damage on the elemental.

Archviles are the last new monster you will encounter. They require seventy BEs to get rid of and when they hit you with the flames of Hell it will hurt—we're talking a BFG strength blast here that will toss you around like a rag doll. If you leave them alone, they will cheerfully reincarnate all those critters you just stamped "return to sender" on. For all of that, they're not hard to deal with. There are never more than one or two of them and a BFG blast kills them dead quite nicely. Their attack is easy to duck. Once you see flames form in front of you, *move* until the flames disappear, then blow the dude away.

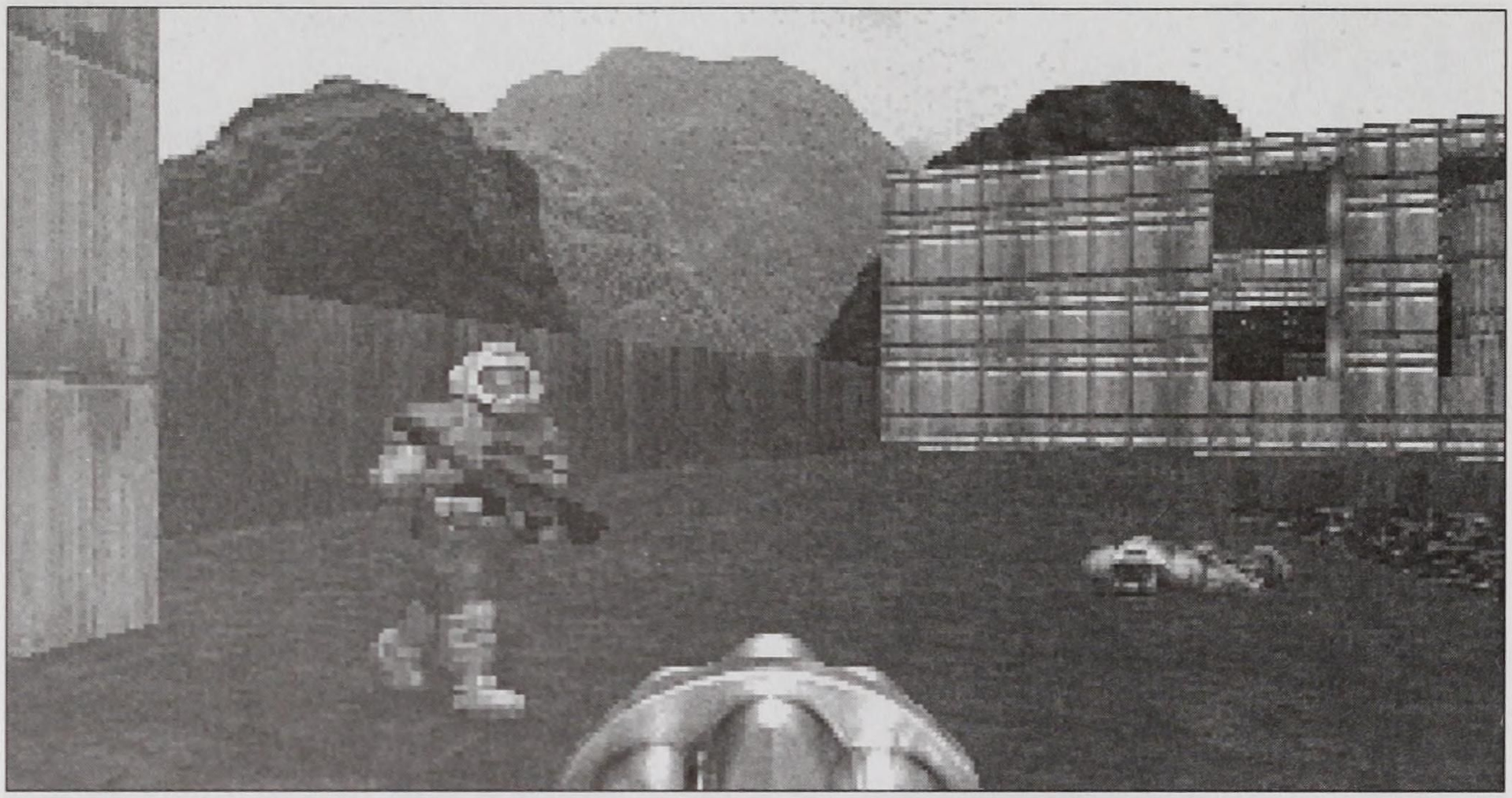
Where are they hiding?

Many of the levels in *DOOM II* require you to tread *very* narrow pathways over acid pools. It is far easier to do so if you navigate while looking at the map (at least until a monster shows up) in extreme closeup.

As for the cheat codes, they are unchanged except for IDCLIP, which replaces IDSPISPOPD and allows you to walk through walls. IDDQD puts you in God mode, where *almost* nothing can hurt you. (Would you believe you can actually die in God mode on level thirty?) IDCLEV followed by a number sends you to that level. IDBEHOLD followed by S gives strength (berserk mode), V for invincible, L for light amplification, R for radiation suit, A shows full automap, and I makes you invisible.

IDCHOPPERS gives you the chainsaw. IDDT is a three-position toggle that may be used when looking at the map to show the entire level and its contents. IDKFA gives you all keys, full ammo, and every weapon, but you can also type IDFA and have the pleasure of earning your keys the old-fashioned way.

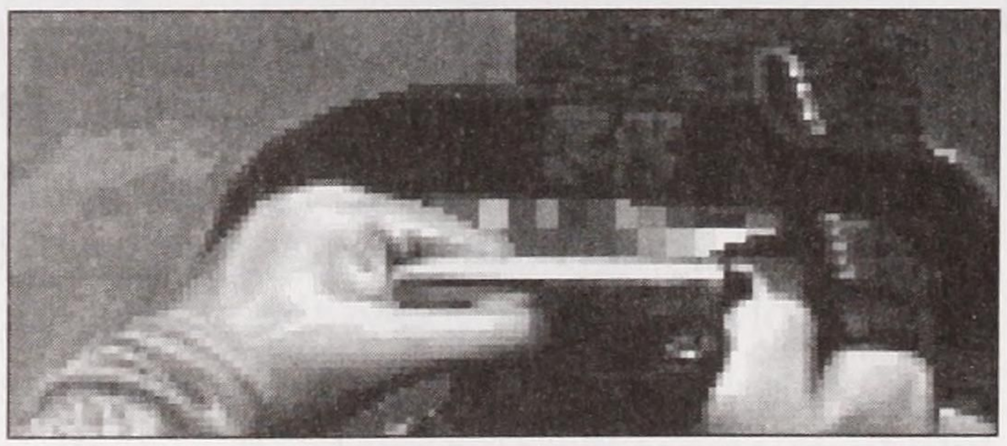
Access to secret level thirty-one is gained when you clear the small complex of buildings across the acid pool to the southwest on level fifteen. Access to level thirty-two is through a series of small rooms leading off the normal exit room located in the southwest corner of the map.



Where's the rocket launcher when you need it?

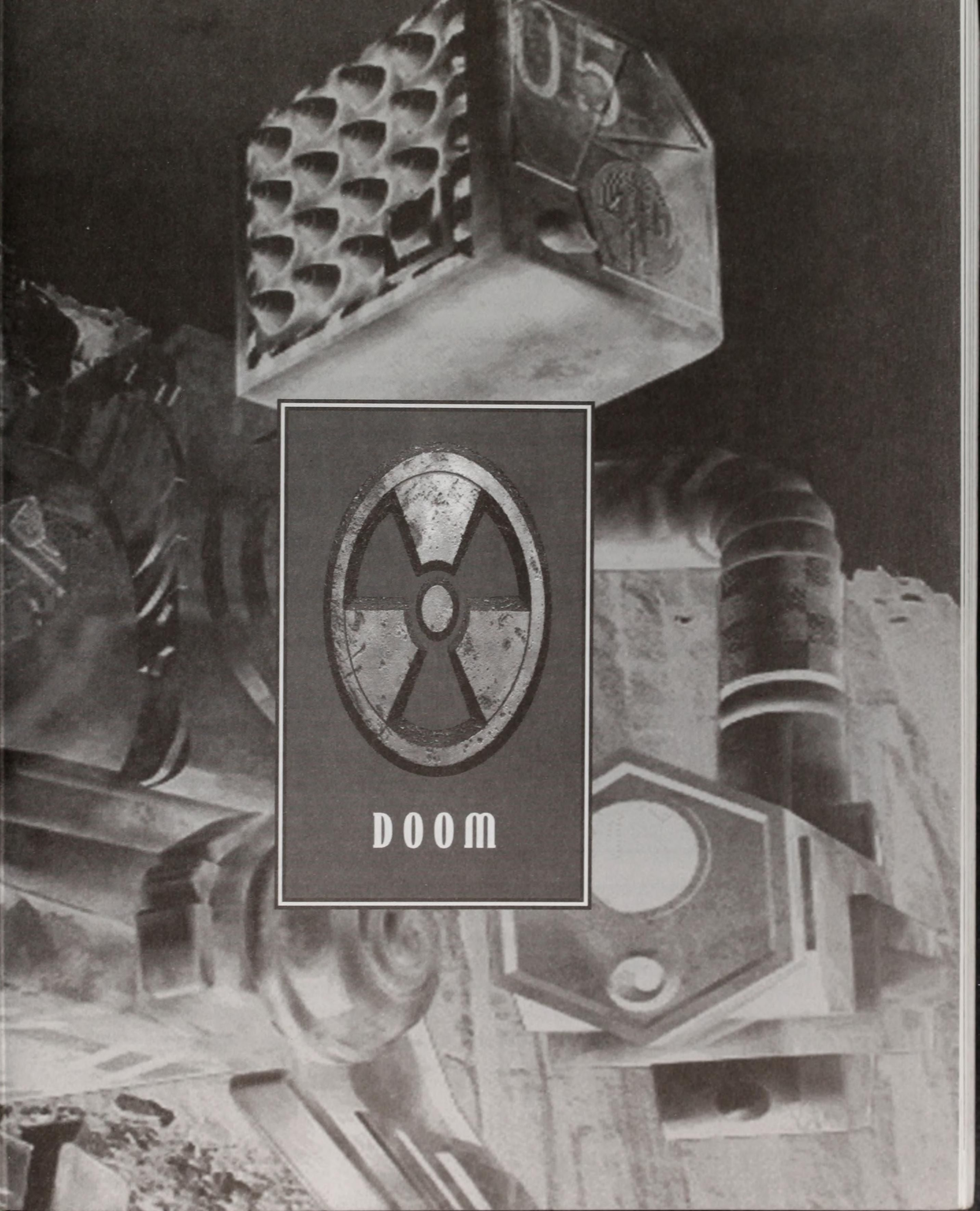
I THINK I'LL END IT ALL

The best way to beat level thirty is not to play it! Declare a victory and go home! But, if you simply *must*, here's how it goes: As soon as you come out of the transporter, run, do *not* walk, left until you see a large horned head. The head is the toggle for an elevator. Take the elevator and run to the other end of the platform where you will find another head; toggle it. Step on that platform and run to the center where there is a recessed area containing a head wired for sound. Press the Spacebar. Doing so will turn on the central pillar elevator. Wait for it to rise and then jump off onto the acid floor, run up to the pillar, and press the Spacebar again. Make the rocket launcher the active weapon. As soon as you get on the elevator platform, *save the game*! (Unless you *like* endless repetition, that is.)



Just before the platform rises to its full height, fire a rocket toward the opening in the large skull where those boxes are coming out. If you hit it, the creature will groan in pain. If you don't hear a groan, reload and try again. If you did score, jump off the platform and toggle the elevator so it rises again. Step on the platform and save; let it rise and fire a rocket. Repeat until successful (. . . some days later). The horror . . . the horror.

10


DOOM

Trooper Jones eased around the corner. Somewhere within the complex, a Demon howled, its cries echoing eerily down the hallways. Jones looked down the corridor. It stretched out before him, its depths hidden in darkness. He started down it at a run. There was another corridor branching off to the right. He slowed as he came to it, listening. There was movement, just around the corner. He could hear a panting, stumbling, foot-dragging sound. Quickly, he checked the safety on his shotgun. His eyes came back up and stared into the face of horror.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *DOOM*.

The thing he faced had once been Ricky Smith, from the Second Platoon. Ricky had been assigned to the first team sent into Phobos base to investigate the recent loss of communications. Ricky, like the others in his squad, didn't seem to have made out so well.

Jones looked into one of the Ricky-thing's empty eye sockets. A maggot crawled deeper into the dead man's head. The rifle the Ricky-thing held shifted, its muzzle coming to point at Jones's chest. Jones's finger tensed reflexively on the trigger and the shotgun barked. The Ricky-thing cartwheeled back into the darkness. . . .

ABANDON ALL HOPE

By now, most of those who have had an interest in *DOOM* have had an opportunity to download it and try it out. This has resulted in countless hours spent in front of PCs, lost productivity, overworked networks, and at least a couple of failed marriages. Sadly, there is no cure for this, short of completing all the levels of all three episodes offered by id Software. The good news is that now the modem module is available, so those of us who don't have home networks and don't dare try to get away with playing this game at work, can now bring some company into the depths of Hell with us. This will be a relief to many but exceedingly taxing on this nation's telephone infrastructure. Now for some basic training.

BASIC TRAINING

For those of you who haven't taken the plunge yet, or are still going through the learning curve, what follows is a brief discussion of the game's features, weapons, and monsters.

The weapons are pretty straightforward. You start the game with a pistol, which is just powerful enough to make your first kills and upgrade your weaponry a bit. You also have a set of brass knuckles, but this is definitely a weapon of last resort. Using the pistol is fairly simple, but at longer ranges it can be difficult to hit your target. Players of *Wolfenstein* beware: you will actually have to aim in this game. Fortunately, the interface is now smooth enough to allow you to draw a bead on your target, and it works effectively.

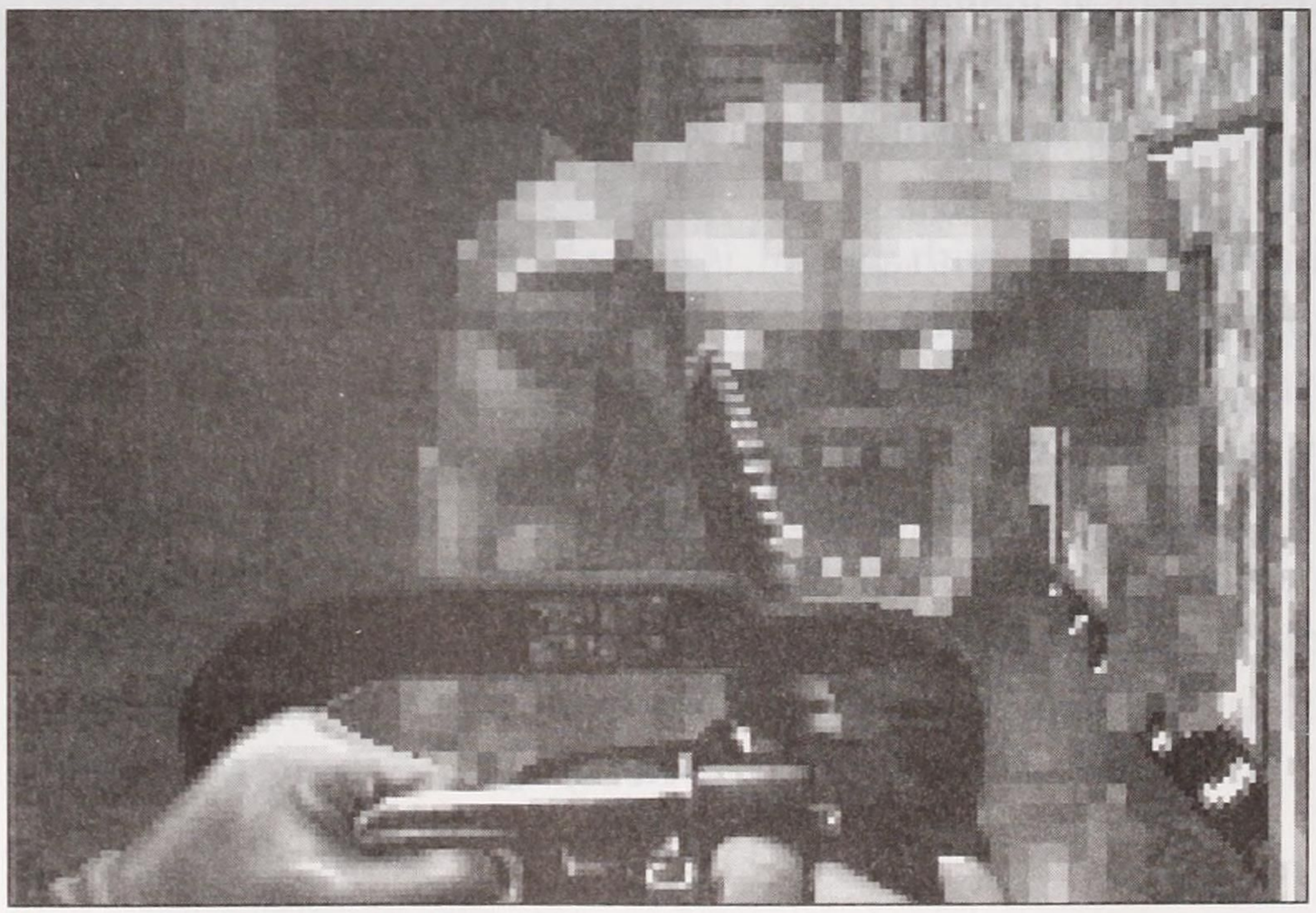
Your best bet, when armed only with a pistol, is to try to creep up on your intended victim and shorten the range as much as you can. Empty several shots into him, as it takes more than one for most monsters. Your first target should be one of the enemy Sergeants; they carry shotguns, and you want one real bad.

The shotgun will be your primary weapon throughout the game. It is efficient on ammo, and does a lot of damage at close range. An additional benefit is that it fires a wide burst at longer ranges. This does less damage, but still packs a healthy punch and helps to soften up the hordes of bad guys that will be heading your way. Its major drawback is that it's a pump-style shotgun, which means you can only get off one shot every second or so.

Another handy toy that you'll come across is the Chain Gun. This little baby eats up your ammo at an alarming rate, but is well worth it when you open a door to face the hordes of Hell itself. The embodiment of the phrase, "Spray and pray," this weapon is just the ticket for mowing down large numbers quickly. It is probably overkill to use it on single targets, but overkill can be fun. It fires the same ammunition as your pistol, and as such it still takes several hits to down a foe, but it's fun to watch 'em dance.

One of the game's favorite tactics is to pack a room full of bad guys with nothing to read. This makes them both uncomfortable and unpleasant. So, when you come along and open the door to the room, guess who gets the blame? It's a good idea to have the Chain Gun out and to be ready to backpedal while firing at such massed walls of demonic meat.

The rocket launcher is fun to play with, but its ammo is scarce. It's best to save this weapon for those special times when you want to reach out and touch someone in a really big way. Be careful with this monster, too. Its blast radius is respectable, and firing it at a nearby target will probably kill you as well, especially if you accidentally shoot the wall you're standing near. Live and learn.



You may find yourself chainsawing a Demon.

One more handy gadget that you won't want to leave home without is the Chainsaw. It has no range, and it doesn't come with a hockey mask, but it can't be beat when things get up close and personal. To use it, hold down the fire button as you run into your dance partner, and watch the pretty splatter.

Other weapons are the Plasma Gun, which is a ball-lightning-firing version of the Chain Gun, and the BFG9000, which is similar to the Rocket Launcher but with more bang for the buck. These weapons are beautiful in operation, run off energy packs, and pack a nasty punch. They aren't found in episode one, though, so you have to buy the registered version to play with them.

BRING ON THE BAD GUYS

The most numerous and easy to kill are the reanimated bodies of the former human soldiers. These were the guys the government sent in to retake Phobos and Deimos. Judging from their numbers, the Feds must've sent in a couple of battalions. From the look of things, the soldiers got the worst of the deal.

The normal troopers carry rifles and give up bullets when killed. The guys dressed in black carry shotguns and were once sergeants. These guys will fall after a few shots from the pistol, and crumple quite nicely when you blast them with the shotgun. As always, remember to take time to loot the bodies.

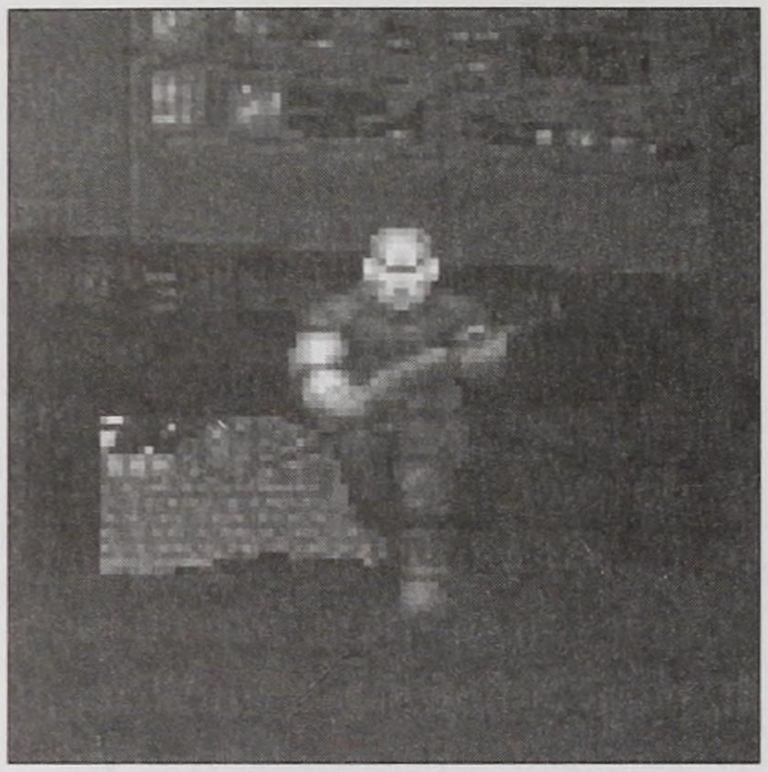
Next up on the nastiness level are the Imps. These are the brown, spiky humanoids who spit fireballs at you (as opposed to your high school buddies, who fired spitballs atcha). They are also pretty nasty in hand-to-hand combat. The best way to handle these guys is at a distance. Their fireballs move slowly enough to dodge, so you can have a few happy moments bouncing from side to side while pummeling them to death with shotgun fire.

The pink Demons, and their cousins, the Specters, don't shoot back. That's the good news. The bad news is that they move fast and can kill you with a couple of bites. To make matters worse, you can't see the Specters; they look like a cloud of black specks. Fortunately, these guys have a distinctive bellow, so you can often make preparations before facing them. For the most part, the Chainsaw is the best protection against these guys—just wait for their charge and let them have it. When surprised by them, or when they are discovered in a crowd of other monster types, you'll have to shoot them. It takes a good two or three shots from the shotgun to take one down.

That's pretty much all you'll face in episode one. At the end of the episode, you'll go up against some really bad guys called the Barons of Hades. These guys also fire

dodgeable fireballs and take several rocket hits before dying. This is why you should save that rocket ammo.

In later episodes, you will find the Caco-demons—large, floating Beholder-type things. They also fire fireballs, and are darn near impossible to kill. You run into some right away in Inferno, and your best bet is to run away until you find the shotgun. They take pistol fire like it was a gentle rain. Shotgun fire only annoys them.



You will also run afoul of the Lost Souls in the registered version. These are floating, flaming skulls that attack physically. Singly, they aren't much of a nuisance. A couple of shotgun blasts will send them back to Hell. They like to attack in swarms, however, and that can be a problem. Try to take them at range, if you can.

There are a couple of new demons that serve as the end-of-episode Boss Monsters in episodes two and three. One is a giant mechanical spider and the other is a demon Cyborg. Pretty nasty stuff. Make sure you have plenty of ammo before playing with them.

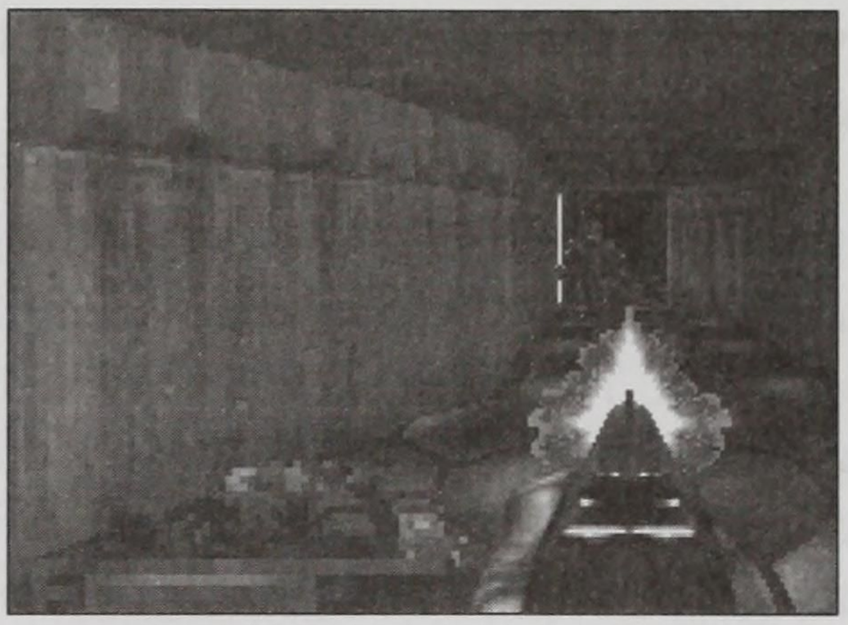
The last monster is the most deadly of all. He has the ultimate AI. He carries the same weapons you do. He knows your moves, but you may not know all of his. He uses the terrain of the level as well as you do. You won't see him shambling slowly down a corridor; you may never see him at all. What is it? It's a human being, your opponent in the DeathMatch. Let's now turn to how to beat him, as well as ways to tackle the other monsters.

TACTICS

Knowing where you're going is as important a weapon as any in your arsenal. A set of maps are invaluable in helping you get through the episode. This will help you find all the secret doors and avoid some of the ambushes. There are Automap objects located on levels six and eight, and they can be found in the later episodes as well, so if you don't have access to the maps, you can still get through the game. It'll just take longer.

Sound plays a big part in this game. You will hear the monsters making their noises as you draw closer, and this might give you some indication of what's on the other

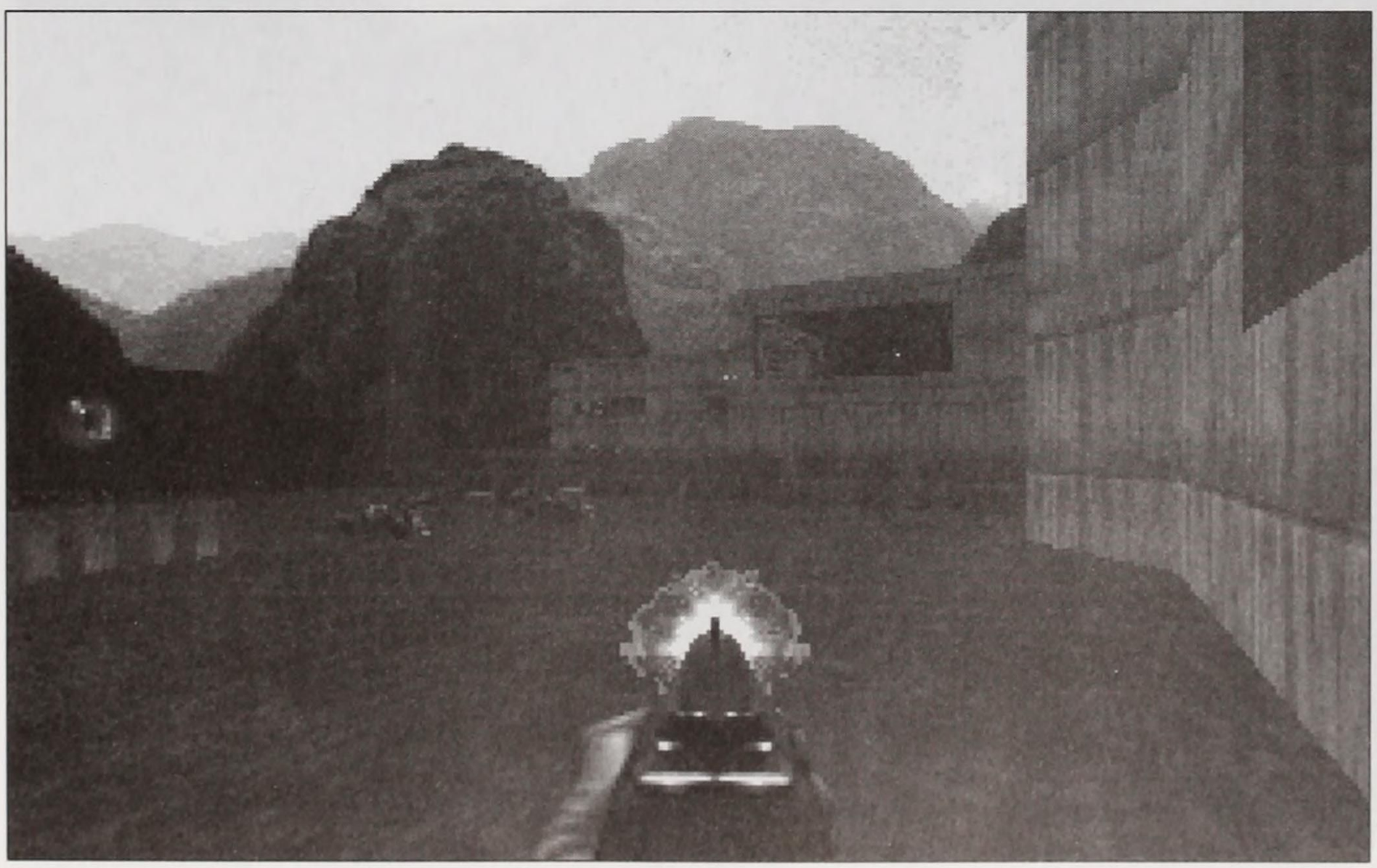
side of a door or wall. This shouldn't be taken as gospel, as sometimes they stay quiet so they can surprise you. You should also listen for the hydraulics sound as you inadvertently step on a pressure plate and open a door for them to sneak up on your backside. Some of the secret doors can only be found this way.



When entering a room, you should always have an escape route in mind. Often you will open a door into unexplored territory and the denizens of Hell will come boiling out after you. The only thing to do is retreat while firing, hoping to make it around a corner. This will buy you a few moments, and you should be able to take the monsters one at a time.

Monsters that shoot fireballs can be quite deadly in close quarters, but at long range you can dodge their shots. When you face them in a wide area, you can run rings around them. Stop every now and then to let off a few shots, then start running again.

Clearing out an area completely before moving on to the next seems to be the best tactic. Sometimes it's tempting to go ahead and open that door you just found, but if



A shootout in level seven's courtyard.

you can resist this urge you'll reduce the number of opportunities the enemy has to attack you from the rear.

Sooner or later, though, they will get behind you. Dealing with off-screen attacks is a pain (literally). If you reduce the image enough to see your status bar, you will notice that the character's face turns to face the direction of attack. This will give you some indication of where to go, provided you see it. The simplest thing to do if you have a place to run to is to run. You can outrun most things in the game, with the exception of bullets and fireballs, but if you can get around a corner, you can come back and mete out cruel retribution for the cowardly attack.

The best way to guard against sneak attacks is to bring a friend along to watch your back. Unfortunately, it doesn't always work out that way. Sooner or later, someone *accidentally* hits his partner one time too many and it ends up becoming an impromptu DeathMatch. How to deal with the other guy, even if the other guy is a girl, is the topic of the next section.

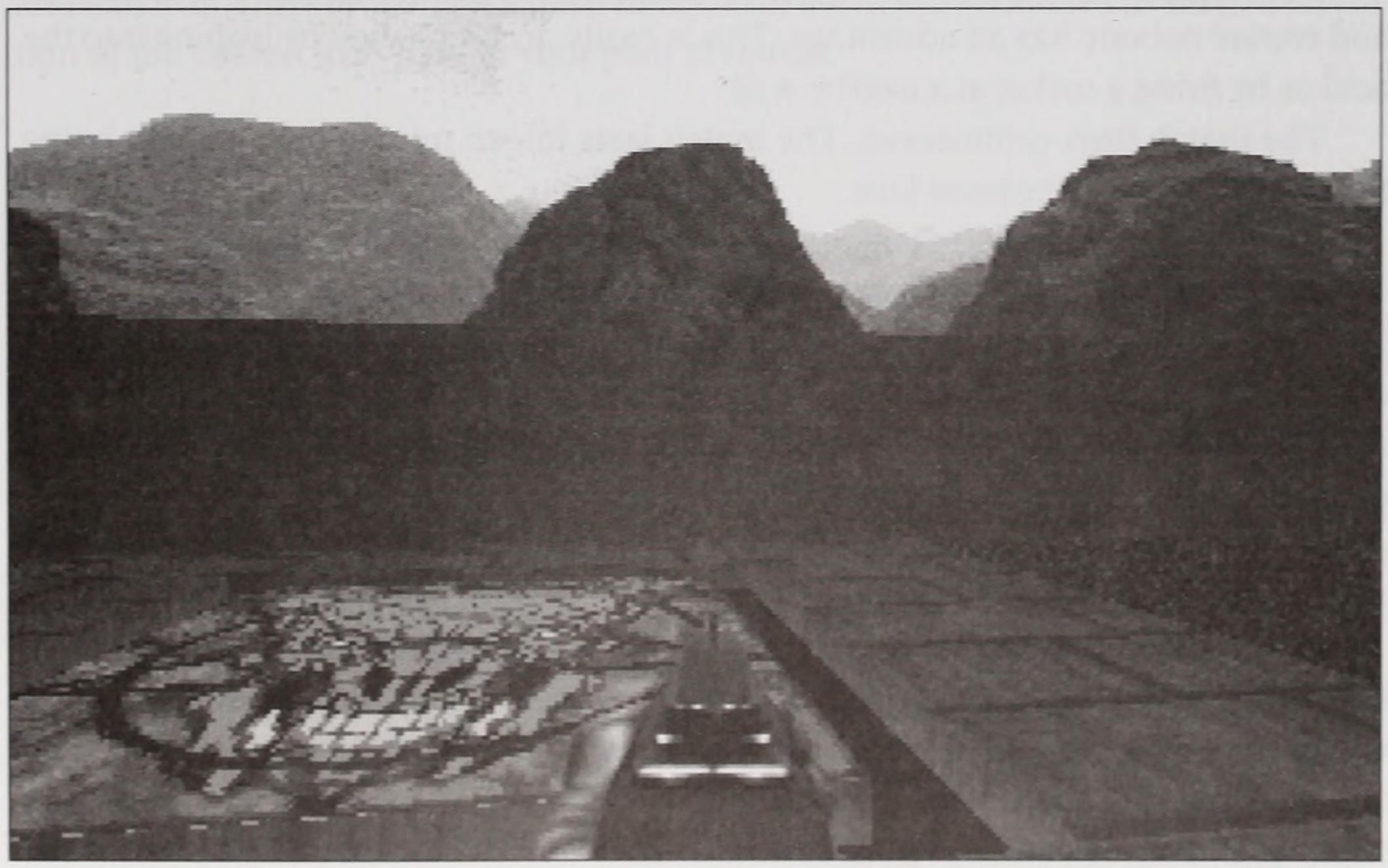
The flaming, flying skulls of the Lost Souls attack in swarms.

THE DEADLIEST FOE

Whether it's a planned event or a spontaneous eruption of good-natured mayhem, the DeathMatch is what makes this game the cult hit that it is. Nowhere else can you make a mess out of your friends with such a variety of destructive toys. The problem is that most of us just can't take over the network at work and play games all day, so we may not have had the opportunity to chainsaw our friends and loved ones. I predict that in the near future, one's ability to survive in a DeathMatch will become as important as one's ability to earn an honest living. Elections for high government office will be decided by a bout of *DOOM*. Future wars may well be settled in this fashion.

Be that as it may, one must prepare. To prepare means to practice, and to practice is to learn the level you will be fighting on. For starters, memorize the map of the level, as well as the location of the objects you will be going for. Also, know the rules of engagement. The scenario for the First Annual North American NetDoom DeathMatch Championships, for instance, were as follows:

Both players enter episode one, level one at the same time. Truce is declared until all monsters on the level are done away with.



Notice the background scenery while stalking around a wide open area in Phobos Anomoly.

Welcome to Hell!

Once this is complete, both players commit *suicide* to randomize their locations and ensure nobody has an advantage. This is easily accomplished by leaping into the acid or by firing a rocket at a nearby wall.

The match then commences. The match lasts fifteen minutes, the winner being the one who scores the most kills.

A player can commit suicide with no penalty, meaning you must follow up a wounded opponent and finish him before he can do this.

After a death or a suicide, you will reappear in a randomized location. If you have done your homework, you will know the level well. This will allow you to immediately begin working your way toward a decent weapon. If you waste too much time getting your bearings, the other guy will find you and you will have to face him with a woefully inadequate pistol. Level one is pretty easy to memorize, though, so you shouldn't have too much trouble.

Once you've procured suitable weaponry, you can begin your manhunt. Again, knowledge of the level is invaluable. The other guy will already have his weapon or he will be trying to get to one. If you can catch him unarmed, you will score an easy kill. This is a judgment call. You can race like crazy toward where you hope the bad guy is in the hopes of ending his day, or you can stealthily seal off your area and set up an ambush.

Most players seem to go with the "Charge!" option. If you try this, it will simply be your hand-eye coordination and ability to rapidly fire that will decide your fate. There's nothing wrong with that, but you have to know your strengths. You will probably have no choice if your random location puts you somewhere like in the middle of the level.

If you try to catch your opponent unaware, it will be your superior nerve and knowledge of your surroundings that will tell the tale. Again, it all depends on where you feel your strengths are. You had better make sure that he isn't behind you before you set up for your little surprise, though. This works best if the randomization puts you close to a dead-end. Remember, once you kill your enemy he will end up in a random location, and your back is no longer secure.

As you can see, a wounded opponent can steal your *frag* if he can get away and kill himself. Therefore, you must keep up the pressure once you gain the upper hand. This discourages fighting at extremely long range. You will end up using a lot more ammo and may not get very good results for your trouble. Try to work your way as close as possible to the other guy before opening up. Remember, he is not like the *DOOM* monsters in that he does not automatically spot you when you are in line of sight. Use this to your advantage if you catch him facing away from you.

Likewise, if you are on the losing end of the engagement, you can jump in the acid and end it all, thereby gaining a fresh outlook on life. It is a good idea to keep the location of the nearest acid bath in your plan of retreat.

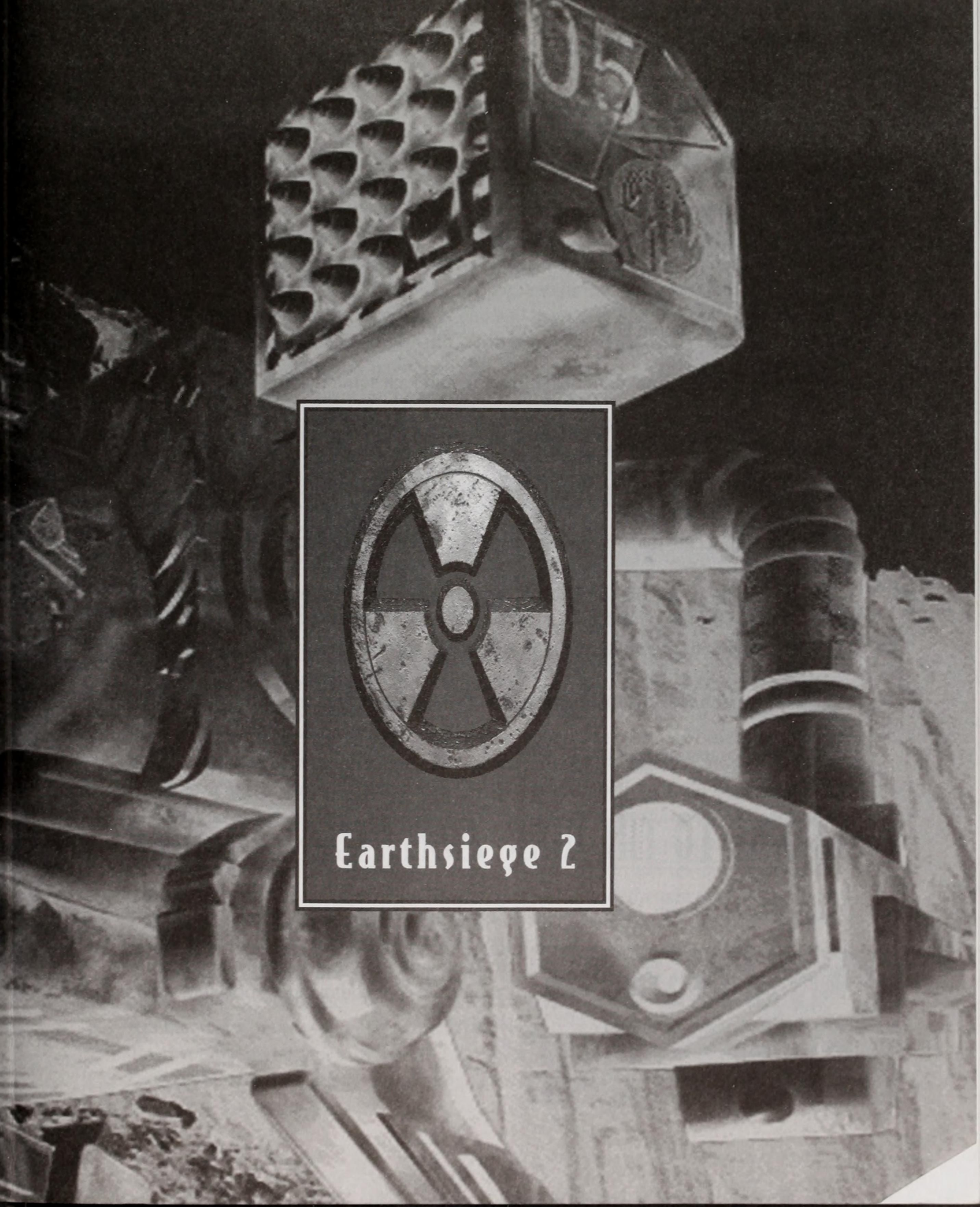
SPOILERS

Of course, you could just cheat. The cheat codes shown in the following table have turned up on the Net. There may be others. Note, they won't work whilst in Deathmatch mode, so don't even try it.

DOOM CHEAT CODES

CHEAT CODE	DESCRIPTION
IDDQD	God mode. You won't take damage like a mere mortal.
IDKFA	This maxes out your ammo and armor.
IDSPISPOPD	You can walk through walls.
IDBEHOLD	Lets you select various power-ups.
IDCLEV	Warps to the episode and level you specify.
IDMYPOS	Gives your coordinates.

II


Earthsiege 2

You've heard the story . . . Cybrid forces are massing on the far side of the moon, preparing to hop over to Earth and kick some human butt. Why? Well, let's look at it from the Cybrids' point of view. To them, the Earth is a nice six-room condo in the heart of New York City, complete with a view of Central Park and a built-in cappuccino machine, which *would* be absolutely perfect . . . if only it weren't infested with rats. Before the Cybrids can move in, they'll have to kill all the vermin. Well, it's just too bad for them that those vermin are armed with energy weapons and HERCs, have already fought off one batch of would-be tenants, and are generally more dangerous than a pit-bull in a playground.

WELCOME TO THE WAR, *EARTHSIEGE* SOLDIER

Here's your flight suit, here's your HERC, and if you're looking for an easy assignment, you're out of luck. But here are some tips on how to keep your skin intact, your machine functional, and your commander from chewing you a new one.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Earthsiege 2*.

ONE HERC, TWO HERC, BIG HERC, NEW HERC

Just like in the original *Earthsiege*, you'll have to become intimately familiar with the controls for a variety of HERCs. If you don't already have one, I highly recommend borrowing, buying, or liberating from your weird cousin Bradley a four-button joystick with a *hat* switch. You can play this game with the keyboard and that generic joystick that came with your computer and still have a lot of fun, but it *is* kind of like taking a '72 Pinto out on the Autobahn. With a more advanced joystick, you can customize your buttons. If you have the right equipment, set up your buttons for fire, change target, center turret, and reverse throttle. Your mileage may vary, but it's just sooooo handy having several commonly used functions immediately available.

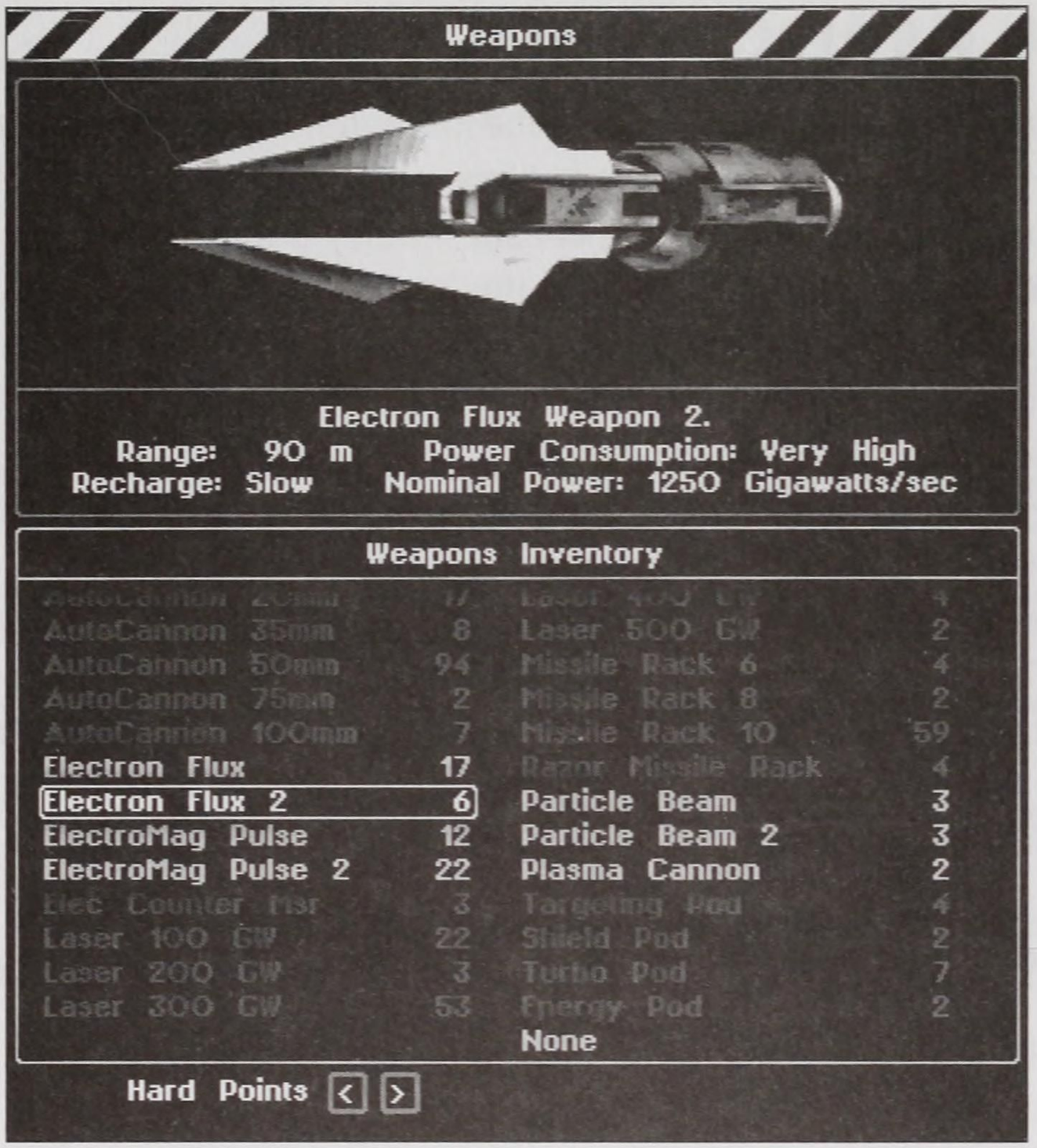
The hat switch comes in particularly handy when you're using the Automatic Target Tracking system. The ATT is really nice to have, but it aims at the current location of your target, rather than where the target's going to be in an instant or two. It can be really easy to use the hat to nudge your sights in front of the soon-to-be-ex-Cybrid before you blast off a round or two.

AND THE WINGMAN'S SMALL HERC GREW THREE SIZES THAT DAY

It's doubtful anyone would argue about the importance of salvage. If you'd rather see all that destructive hardware strapped to a Cybrid than to your own HERC, you're fighting for the wrong side, soldier. On the other hand, it's a little tougher to get equipment from a walking fortress with the bloodlust of a Doberman chained outside a cat show than it would be to mosey on down to the local outlet mall and pick it up at *HERCs R Us*. Unfortunately for you, all the outlet malls were bombed to bits in the last war.

Because Cybrids take a lot of killing, it's often tough to get enough salvage to make the chore worthwhile. If you completely destroy them, there isn't much left to scrounge. On the other hand, if you just disable them, you can waltz right up and pry stuff off, and all they can do is fume silently. Your best bet is to shoot them in the legs. And not with the plasma cannon, or you're going to slag all the good stuff. A favorite weapon for salvage runs is the laser, and the ELFs and the autocannon also work quite well.

Although lasers and ELFs may be great for procuring trophies, EMP guns might be just the thing for taking out enemy shields, and plasma cannons are always nice if you fancy turning your target into a pair of two-ton smoking boots standing in a puddle of cooling metal, but keep in mind that they all draw from the same energy pool. Load up with too many energy weapons, and you may just find yourself too sapped



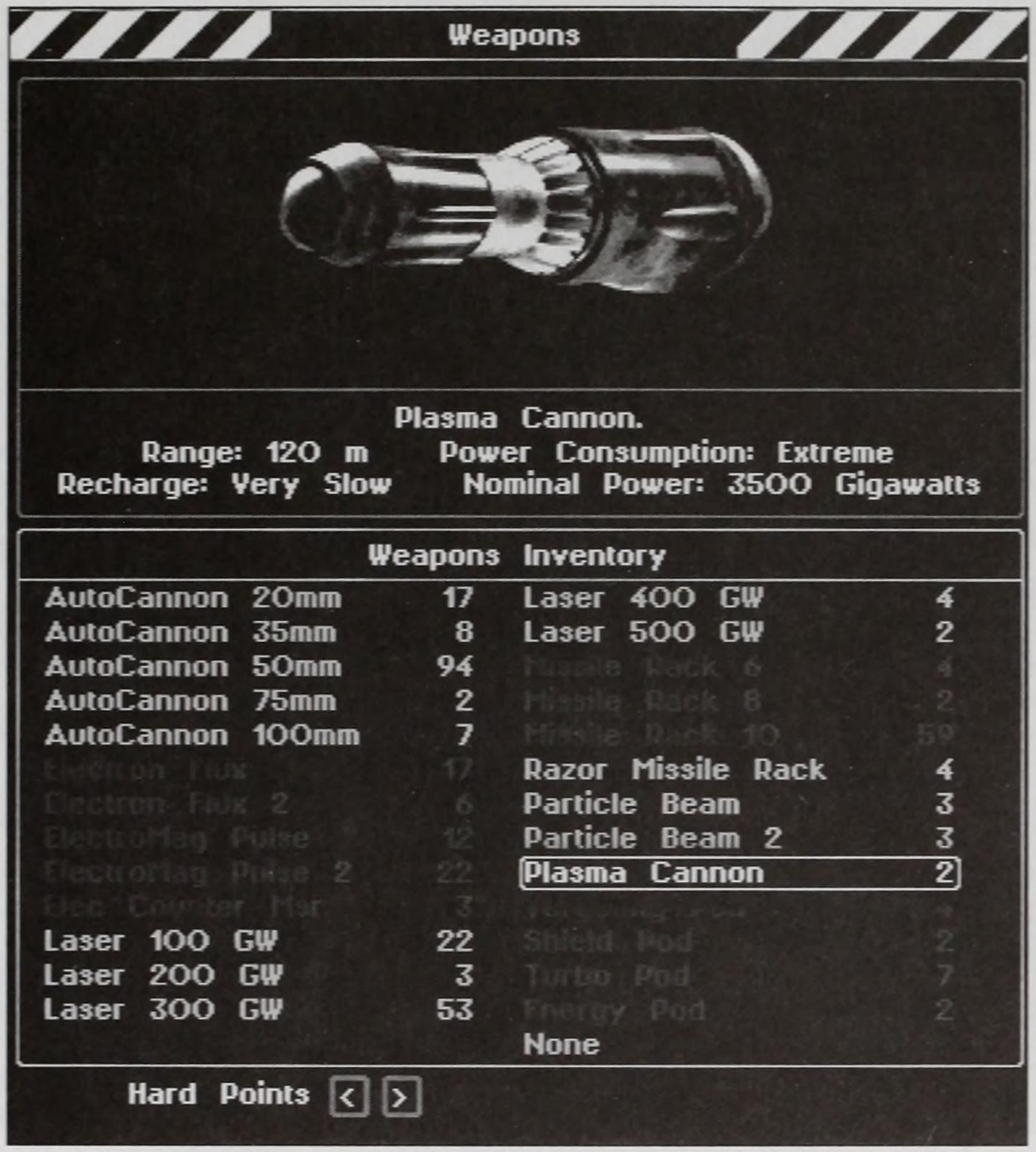
The ELF: a favorite weapon for sheer style.

to zap at a critical juncture. Make sure to balance your arsenal out with conventional weapons such as missiles and auto-cannons.

Oh, one final note on salvage runs. Since it takes more time and effort to leave a Cybrid in salvageable condition, you probably won't want to take on more than one at a time. A neat trick is to pop behind a hill when you see a patrol of two or more Cybrids approaching. Then blast away at them individually as they come over the rise. A Cybrid up close and personal may not be a pleasant thing, but at least it's really easy to aim at.

I DO NOT LIKE THEM IN THE DUNES, I DO NOT LIKE THEM ON THE MOON

Wingmen do have their uses. They're great for taking on one arm of a two-pronged Cybrid attack, particularly in a defense mission when you just can't be everywhere at

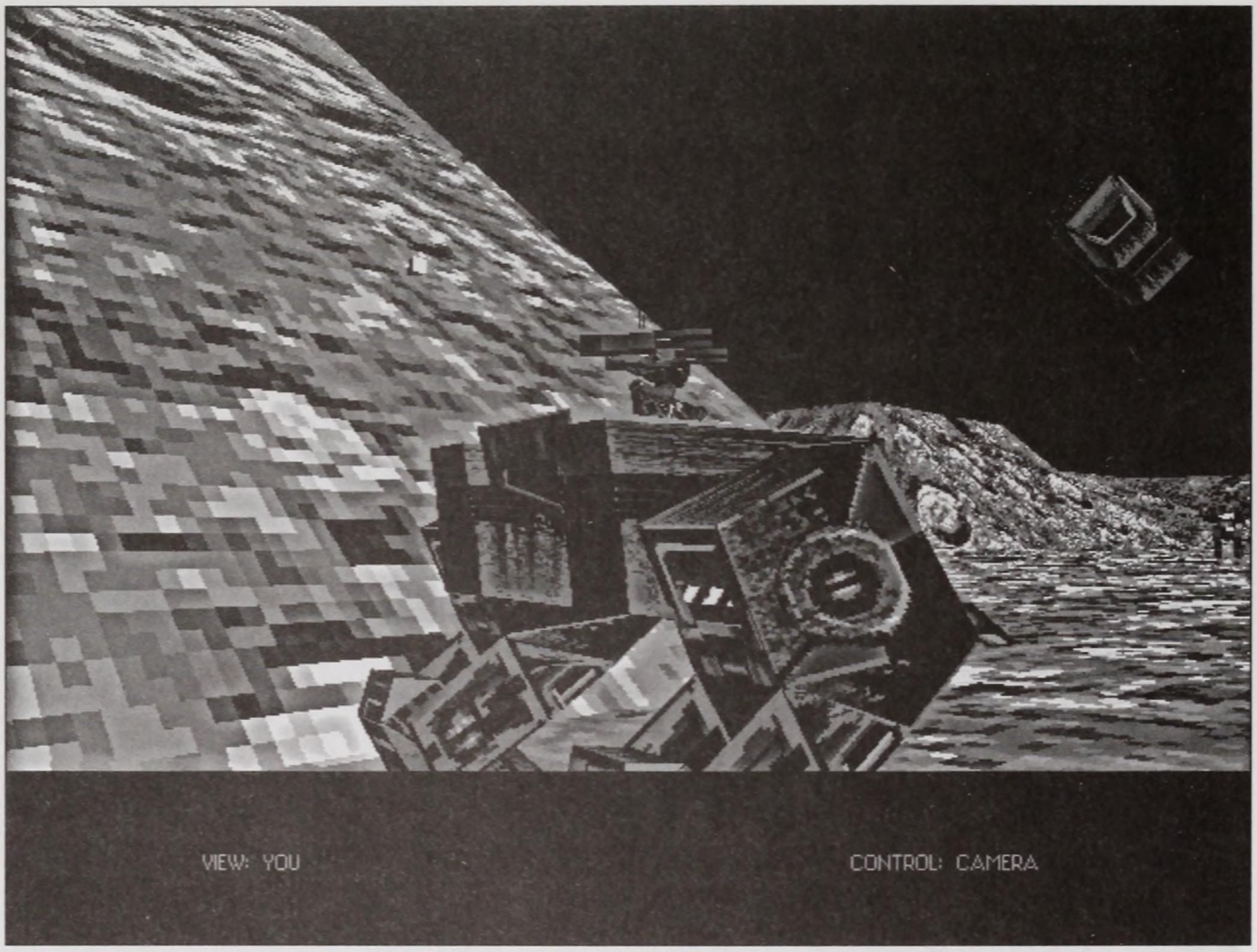


The Razor and the plasma cannon make a classic combination.

once. They're great for evening out the odds. Sometimes they even make a fabulous barrier between you and the ninety-seven bolts of flaming death heading your way . . . at least until they're reduced to their component atoms. It's just that eventually you'll get a little tired of their intermittently inappropriate behavior. Like offering you a little friendly fire!

A rule you might want to consider abiding by is *never* give your wingmen an arsenal of area-effect weapons. Cramming their HERCs full of plasma cannons and missiles is simply not a good way to demonstrate your keen survival instinct. On any mission where you have to have wingmen, arm them with more precision weaponry and make sure they're never directly behind you.

Another important tip when dealing with wingmen is to make sure that they can't completely botch your mission goals by going trigger happy. Sit back and picture this: the mission objective is to wipe out an enemy patrol, and then head to a nearby Cybrid post and download a really good recipe for halibut in garlic cream sauce. You leave



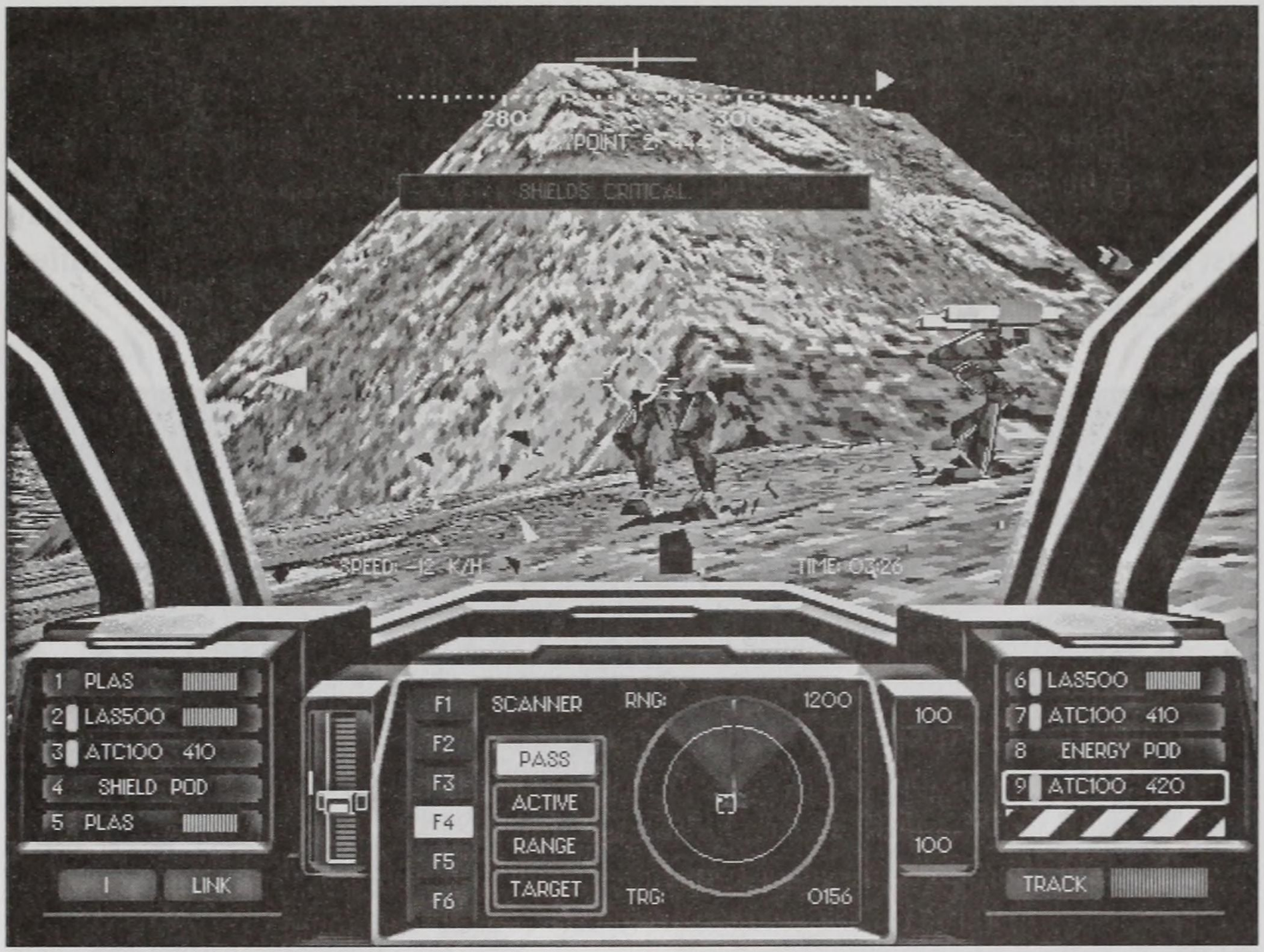
A great view of the area, albeit short.

your wingmen in a pitched battle with the patrol, blaze on ahead, and start downloading that recipe. But just as you get to the part about stirring the sauce for six minutes with a wire egg whisk, one of your alleged compatriots, drunk with victory, bounds up like a puppy and happily blasts the bejeebers out of the post.

This brings you to rule two: If you get in a situation where your wingmen could cause you serious hair loss, order them to stop and defend their positions as soon as you get close to the mission target.

AND I SAID WHAT I MEANT . . . YOU MUST KEEP THAT BASE AT 100 PERCENT

You know, in any game like this, there are always a few missions you have to replay several times before you can figure out why you're failing them. This is a highly frustrating feeling, akin to the one that you get if you're in an argument with someone



Hey . . . nice legs!

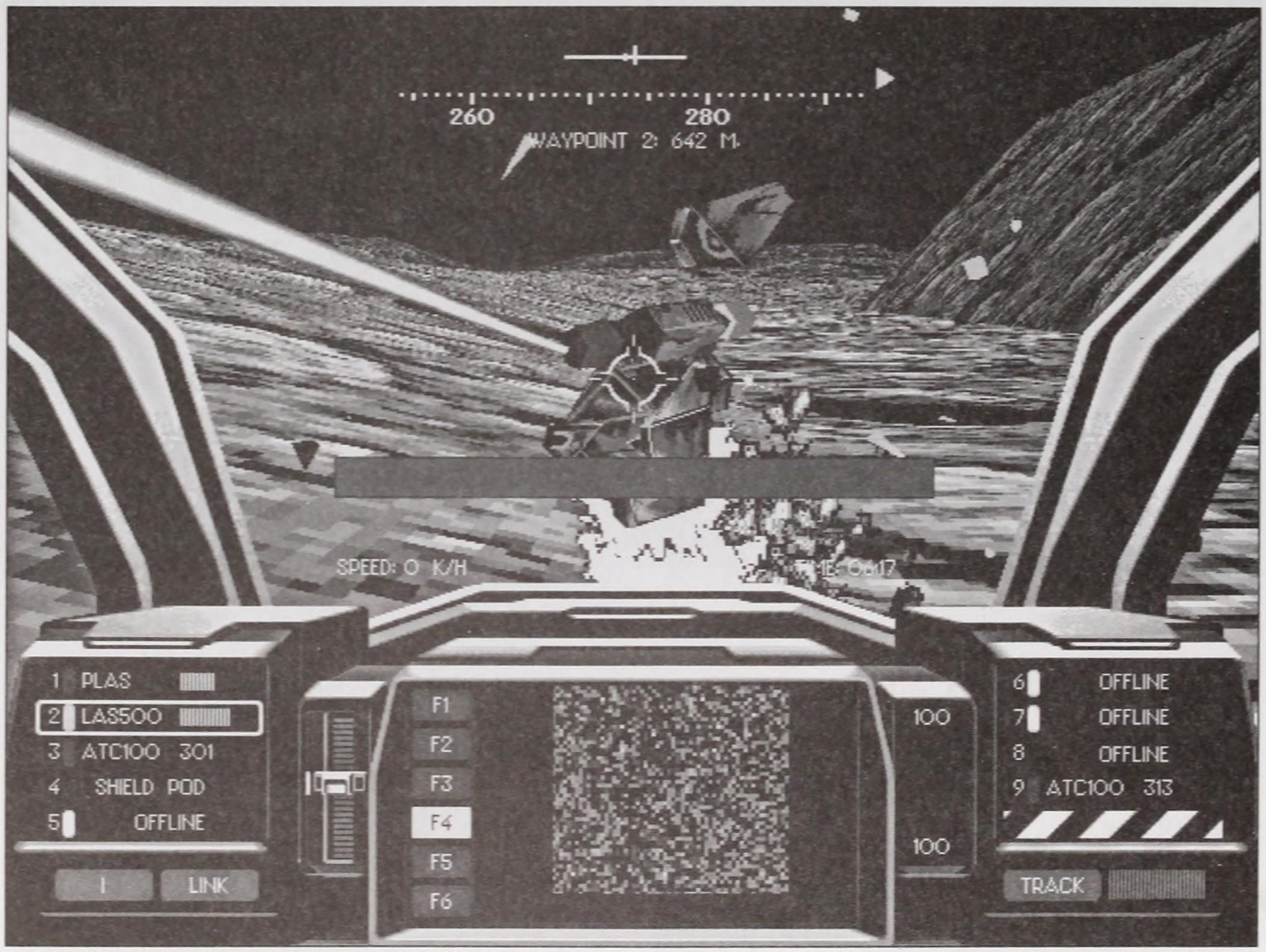
from the opposite sex, and you think you might be winning, when you suddenly realize that you're arguing about money and they're arguing about something you said to them six months ago that they thought was insensitive, and you think to yourself, "Shoot me."

In order to prevent you from having to experience this particularly nasty sensation, consider this pearl of wisdom: A base is considered destroyed if more than 66 percent of the buildings are wiped out. This makes it really important to target enemy Cybrids carefully when you're fighting on your home turf. The *spray hose* approach of holding down the trigger and letting the automatic targeting system cut a line of destruction after a fleeing Cybrid might be effective, but it's also a sure way to frag a few friendly buildings and potentially blow the mission.

Download and upload missions can also be a problem if you get too trigger happy . . . destroy the Cybrid base you're supposed to link up to, and your mission will be a bigger failure than a mid-season-replacement sitcom. Case in point: the first

mission of the Luna sector. Your goal is to capture the enemy base, *not* reduce it to rubble. You're going to be defending that base in mission 4, so it won't do you any good if it's already a ruin or a vague memory. You can shoot all the turrets you want, but leave the other buildings intact!

Well, that's about all the tips for this game. Report to your HERC, soldier! We may just be rats in the walls to the Cybrids, but with your help we'll show them the difference between rats and mice. Good luck!



Uh oh!!!

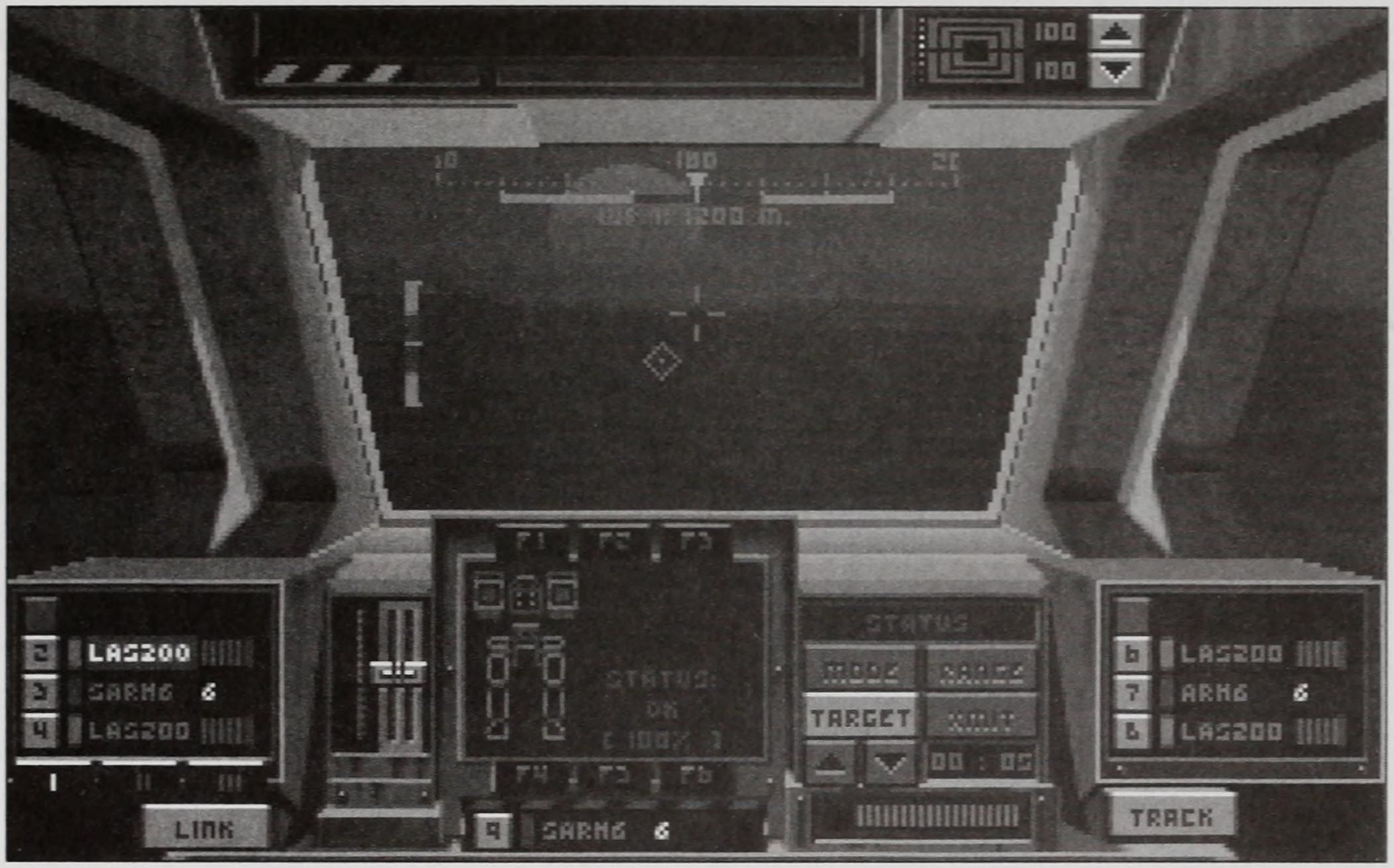
12

Earthsiege

If you've started in on Metaltech's *Earthsiege*, you've probably at the very least found some of the missions difficult, and some of the campaigns nearly impossible. This hasn't been true for everyone, and the reason is that there are some techniques—some of which virtually amount to cheats or workarounds to avoid the game's built-in AI—that make the game *much* easier to get through. For those who'd like to maintain the challenge and stick with the rules of the game, as defined by the mission parameters set up at the start of each mission, we'll start out with some more general ideas. Let's begin with a brief summary of startup tips.

GETTING DOWN TO BUSINESS

First, learn to optimize movement and control, ideally using two joysticks (it's really almost impossible to enjoy a tank sim using only one, and *Earthsiege* is in essence a tank sim, like *Armored Fist* and *Zephyr*). Second, learn to aim carefully while moving and rotating the turret—this is the main reflex-oriented skill you'll need to develop to handle *Earthsiege* well, and there are really no substitutes for training in this area. Third, use radar to your advantage and not to your opponent's—keeping a low radar profile is critical, as it is with most air combat sims. Use radar only enough to try to guarantee first contact with the opponent, and combine limiting radar signature with non-linear movement toward the goal to maintain stealth. Finally, use any other allied



A full moon and ready to hunt.

units in the mission to your advantage; whether for scouting, backup, or air attack depends on the mission, your allied units' equipment, and your own capability.

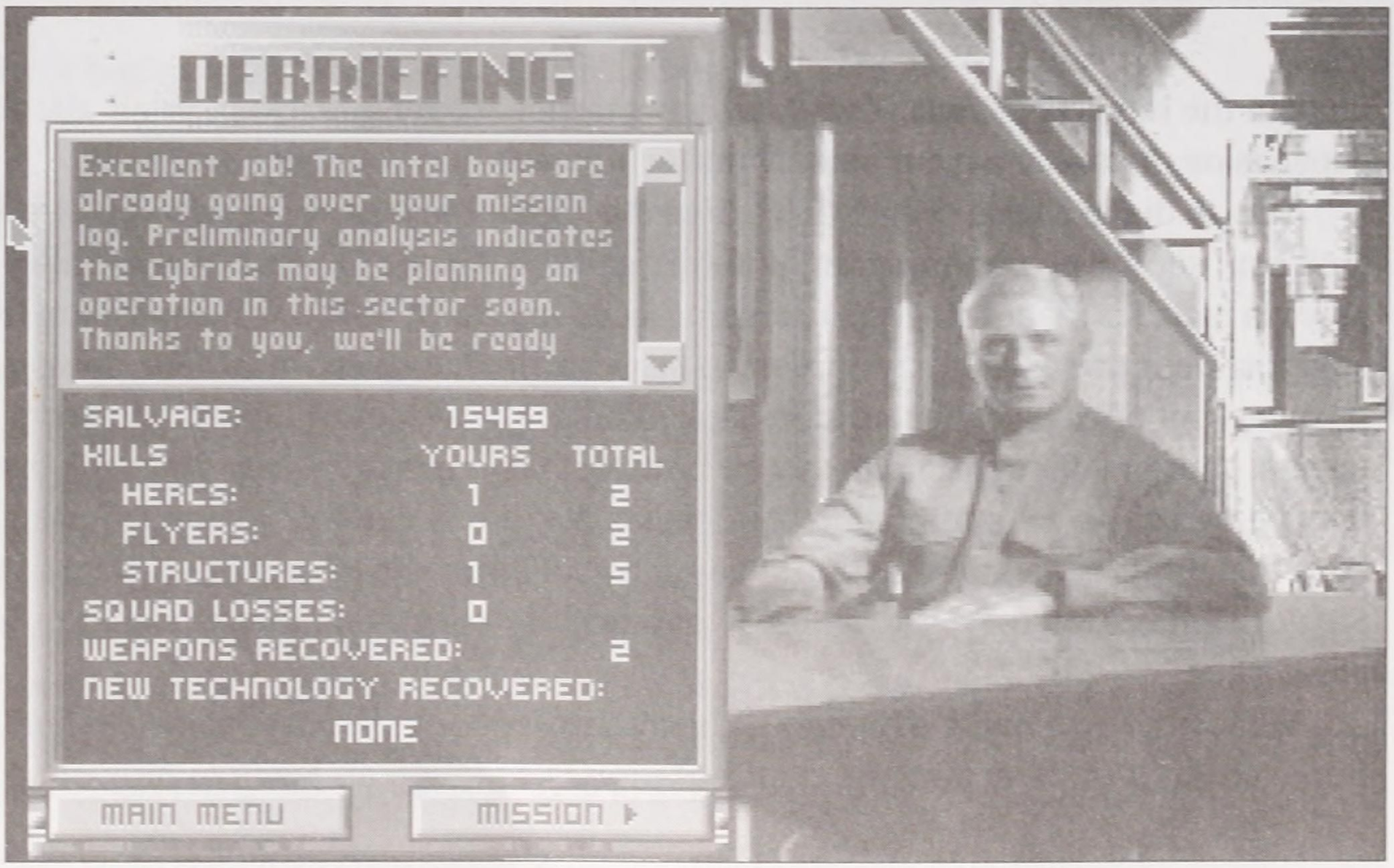
Now to dig in a little deeper on each of the above. Movement, as with any good tank sim, should be performed in hunt-and-sniff fashion until first contact (preferably via radar) is made. Move a little, stop, scout around (*briefly*—you don't want to advertise your presence to any opponents searching themselves), and then move on. If you've identified an opposing unit, depending on the terrain and the mission parameters, your first thought should not be how best to plunge in quickly for attack but how best to *avoid* a confrontation. Remember that the fiction in the manual makes clear that this is not a shoot-'em-up style game, but is more in the venue of an *F-117A Stealth Fighter* (MicroProse), where avoidance of detection and confrontation is always key.

We're already moving a bit into an upcoming topic—radar management—here, but avoidance of detection and confrontation is as much an issue of movement

technique as it is of radar technique. Charging in with guns blazing never works well in *Earthsiege*, especially because it alerts the game's AI to your whereabouts and in many scenarios initiates vectoring of more opposing units your way subsequent to first contact and battle (in other words, while you're in a firefight many tons are getting ready to join the fray—too bad *Earthsiege* doesn't allow you to call in extra support in the same way! Oh well, that's outside the domain of the game's fiction).

PLANNED MANEUVERS

The alternative to a full charge (we're not talking about weapons here, that's later, too!) is a careful initial scouting, and then deliberate planning of appropriate avoidance maneuvers once a detection has been made. Realize that as soon as you've detected an opponent's unit, there's a good chance they'll have detected you as well; if you can find a way to make use of nearby vertical terrain for masking, this will prove a good temporary measure, though the computer-run opponents seem to have an inordinate fondness for chasing you around mountains once they've found you near one (and an unusually good ability to figure out where you're likely to be going next when trying to use such terrain-masking techniques).



It's a start, at least.

Better than playing ring-around-a-rosy is immediate reversal at top speed (no need to turn around) and then sudden breaking right or left for a few seconds, reversal of movement again, and then heading off at top speed in a direction forty-five degrees off your original course. Make a V as your first avoidance tactic; and then think in similar ways about other kinds of movement techniques that could be used both to break radar contact and still head for the ultimate target.

One technique that defeated the AI in *Ultrabots* (Novalogic) quite definitively was what could be called the *two magnets on either side of a flat object* approach; since in that design the opponent would always lock onto your unit and try to stick to you like glue, if you were far enough away you could use the overhead map to try to put a mountain between you and the opponent—at which point the opponent, if set appropriately on the other side of the mountain, would be left trying to move *through* the mountain toward you, running into it repeatedly without any idea how to back up and turn around. You could then move on and he'd be left dreaming wistfully about your presence on the other side of that mountain.

This is a kind of cheat that *Earthsiege* doesn't allow—fortunately! It's a tough kind of AI situation to program for and avoid, and obviously the designers at Dynamix put some thought into it. If you try to led an opponent face forward into a mountain kicking and screaming, it will eventually back up, turn around, and find a way out of the situation. The hint here is, don't rely on such terrain obstacles to do you too many favors—the opponents will find a way around them (true in *Battledrome* as well, by the way, when in single-play mode in that game).

THE SPIRIT OF THE LAW

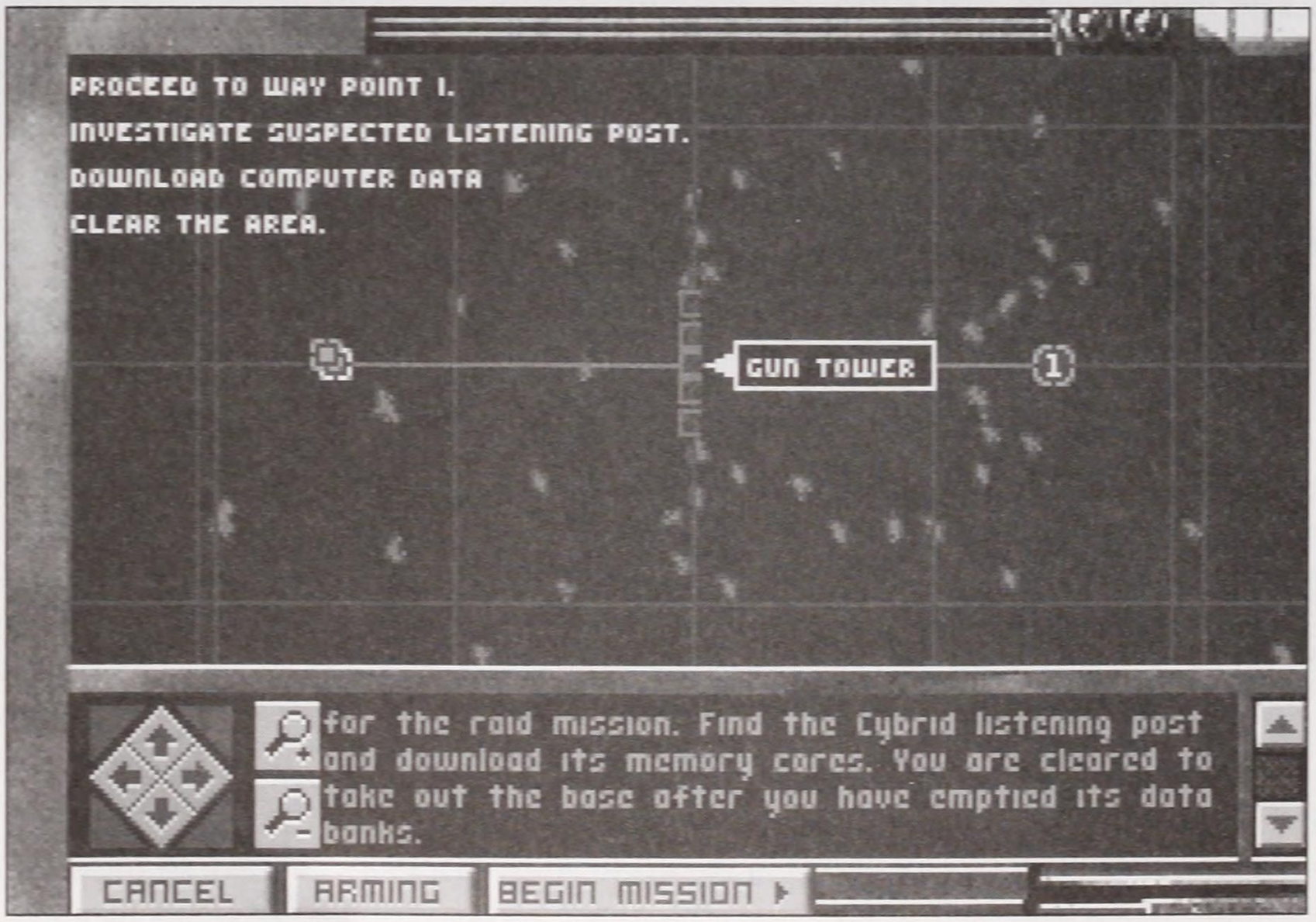
The cheat that *does* work in *Earthsiege* is to rebel against the letter of the law in the mission instructions, and work the waypoints in each mission in reverse. Think of it as sneaking up on the opponent from the opposite direction he's expecting you. If you've found the game way too challenging, this will take lots of the stress off. On the other hand, it'll make it too easy to complete most of the campaigns—if you find the game too simple to get through using this cheat, just follow the mission instructions for more of a challenge again. The designers obviously couldn't plot opponent AI to handle the possibilities of approaches from opposite directions in each mission; some will consider this a flaw in the design, others a back-door or else typical for almost any game professing some sort of AI. (PCs just can't handle a wide range of AI contingencies effectively, so a relatively linear tactical approach situation becomes necessary in order to

create a challenge. Thank Dynamix for leaving the opponents' backsides uncovered for those who hate a challenge.)

Final movement advice is that slower speeds mean a tighter turning radius, as is the case with air combat sims—within limits; slow down too much and your HERC starts taking baby steps, with almost no noticeable turning result. Learn the optimal slow speed for maximizing turning and then shoot for it when throttling down as rapidly as possible—and don't overshoot. Again, practicing the coordination of throttle with turning is necessary to maximize the effectiveness of your turning technique.

RADAR MANAGEMENT

Don't. It's that simple. For the most part, don't use your radar. Think of your radar as something you have to swat off as immediately as you can, once the reason you've turned it on has been fulfilled. As stated above, this means that you just want to blip the radar on and off periodically to try to detect opponents (leave it on no more than about three seconds when scanning for opponents; if you see nothing, move a little further forward slowly, then scan again for a few seconds). Relying on passive radar is okay, but is more likely to bring you into fire range for the opponent than detecting



A straight line is not the best route.

him first—if he shows up on passive radar he's more than likely already within range to turn you to toaster metal, so try to find him first. By the way, always have allies shoot down air opponents when possible; they provide early radar warning for the computer's team.

When using radar for weapons, study the needs of the particular weapons system. Is it fire-and-forget? If so, you only need to radar the target to get an initial lock; then fire the weapon and immediately *radar off*—leave it up to the weapon to follow the initial lock into target. If it's *not* fire-and-forget, you're in a trickier situation: radar the target and then be prepared to move backward fast after (or during) your firing the missile, so that ideally you can keep the target within your radar lock range while staying *out* of *his* firing range (yes, this is possible, and a pleasure when it works out right).

Now let's turn to a discussion of weapons, communications, and coordinated attack techniques.

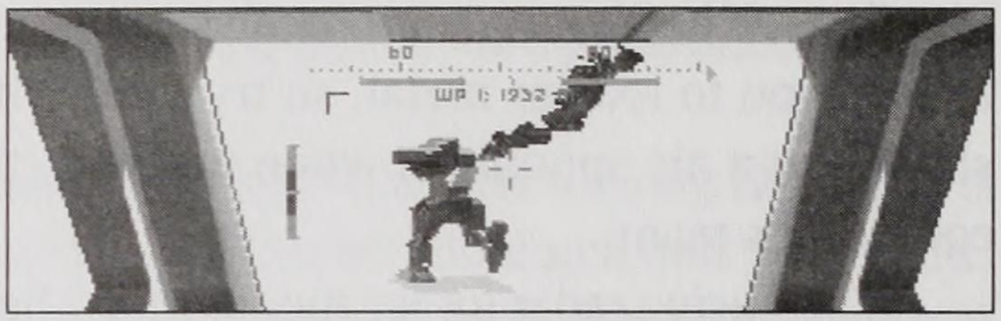
TAKING THE OFFENSIVE

With some of the preliminary tactics for handling the techies in *Earthsiege* out of the way, let's discuss some of the optimal weapons and HERC choices to make. Then we'll look at the role of communications when pursuing your offensive objectives.

WEAPONS

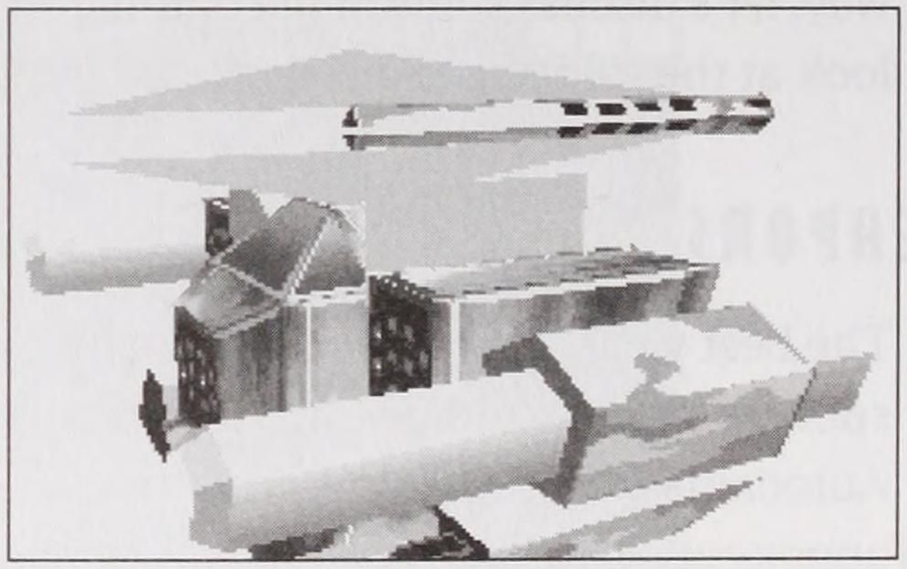
The best weapon choices are actually pretty simple, if you're conservative and prefer success over exploration: Autocannon and EMP are the way to go. The 50mm Autocannon in particular is quite useful, and the EMP is good for blowing out the opponent's shields. Never, never forget that a number of the weapons—particularly the missiles—will be useless against an opponent if its shield strength is still in place. Concentrate on using the weapons necessary to deplete the shields prior to firing those with armor penetration capability, to avoid wasting time and energy.

Handling the sequence of shields then armor is the reason why the firing chain option exists in *Earthsiege*; once it's understood that handling the opponent's two defensive systems separately is a necessity, setting up separate firing chains optimized for shield depletion and armor penetration becomes an obvious decision. The first of the three possible firing chains should thus be configured to handle shields, the second armor, and the third can either be set up to use a mix (for emergencies) or to sequence missiles.

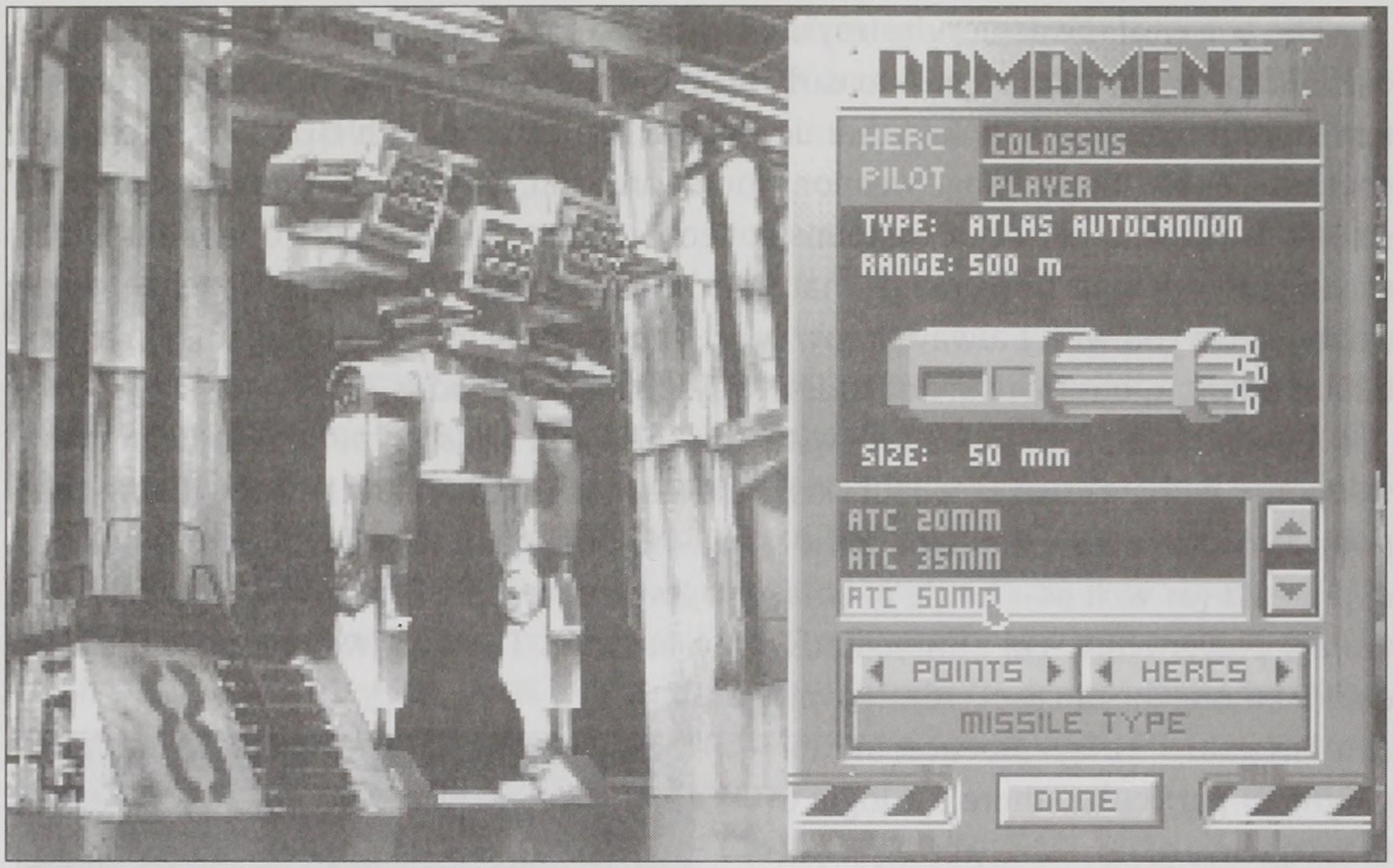


While some players consider lasers virtually useless weapons, don't forget that they have the distinct advantage of rapid multi-fire. The lasers can be used to keep the fire pressure on the opponent while the EMP or other heavier shield-destroying weapon is recharging. (When using the PBW don't forget that *nothing* can be fired until it's recharged; the PBW is a good close-in weapon only if you've already brought an opponent to a halt and can attack, for instance, from behind.) If you're going to use an energy-draining weapon like the EMP, be sure to link it to light lasers so that you don't stay drained virtually all the time; it's important to avoid *dry-firing* (as the manual so aptly puts it) at all costs. If the EMP has brought shields down to almost zero, one little laser blast might finish off the shields quickly enough to give the player time to calculate a good armor-destroying shot, thus maximizing salvage value.

Armor-destroying weapons come in greater variety in *Earthsiege* than the shield-destroying type. The ELF *is* a very impressive up-close weapon, as the manual indicates, but should be reserved only for those moments when you're sure you're in control of the combat situation. ELF takes finesse to handle deftly, but will give the player a very satisfying opportunity to select exactly how to take apart that infuriating Cybrid.



More characteristically, the Autocannon and missiles are the weapons of choice for dealing with armor. Missiles can of course be fired from further away. (This means that if you're going to try to manage a long-range duel, you'll need to choose shield-destroying weapons that have some range as well; either that, or after a close-in shield attack you'll need to move to safe distance quickly enough to stay out of the opponent's firing range but also soon enough to get in an armor shot before the shields start to come back up, if they're still at all operative.) Autocannons are best if you've perfected deflection shooting in a side-on pass or if you've disabled your opponent's movement and can attack outside the horizontal range of its own weapons.



Never leave homebase without it!

Weapons like the Electro-Optical missile and the Semi-Active Radar Homing missile are really for those whose goal is further entertainment rather than just pure success. Of course you can do better with a fire-and-forget missile, but the other two are more of a unique challenge. The EO in particular is interesting to master, as its requirement that the player guide the missile to target means you get a chance to practice the same kinds of skills necessary to, say, launch certain kinds of torpedoes in Electronic Arts's *Seawolf* or Dynamix's own *Aces of the Deep*. The SARH requires learning how to launch a missile from a position in relation to the opponent that you can hold without fear of being destroyed in the time it takes for the missile to achieve its target.

HERCS

Some readers will already recognize—both from their own play and from the comments above—that weapons choices and HERC choices are definitely related. Most immediately, if your tactics are going to involve lots of close-in fire against a slow opponent, a larger, heavier HERC is a necessary choice; if you're going to use hit-and-run tactics, one of the smaller, lighter HERCs is a better idea.

The *power* of the armor-destroying weapons in particular isn't linked to the type of HERC used, so make a decision early on about the kind of tactic you're going to perfect in a mission, then stick to that decision when making both HERC and weapons choices. Choose longer-range weapons for hit-and-run, close-in weapons for sustained strikes. If you can perfect a weapons collection adequate to hit the opponent while staying just out of its firing range, that's the best of all possible worlds. Not easy to calculate, since you won't always know what you're going to come up against in a particular mission, but there are of course ways to stack the odds.

A small, fast HERC loaded with missiles and pulse-type shield-destroying weaponry will make an excellent slash-and-dasher. A large, slow HERC with big cannons and lots of lasers and/or pulse guns will do a good job of wiping out heavier opponents (as well as a horde of smaller opponents whose effect on a relatively stationary player HERC isn't immediately devastating). The only way to make the best choice among the range of HERCs available is, again, through practice; in campaigns in particular, there's a logic to the sequence of missions (recon, scouting, patrol, raid, possibly rescue, strike, and scramble) that should guide the player in HERC and weapons choices. Earlier offensive missions require lightness and speed; later offensive or defensive missions will require better armor and firepower; and final missions will require optimizing the balance between the two. Again, this depends on the structure of the campaign. Practice doing your own campaign by selecting a series of single missions (in invulnerable mode if you're still unsure of your tactics and choices, just to experiment and see what works) in sequence, to give yourself a good idea about what selections work for *you*.

TERRAIN

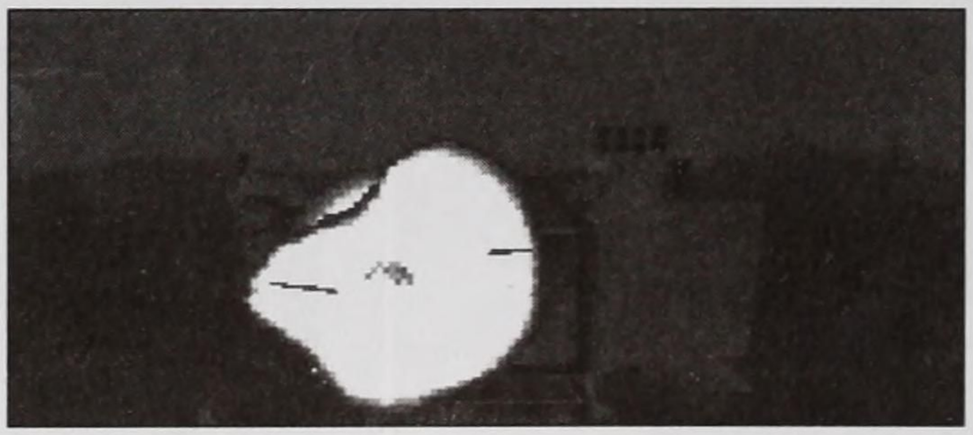
One last issue affecting the choice of HERCs is the type of terrain a particular mission is going to be conducted in. During the briefing, if you notice on the overhead map that there are lots of mountains, you'll want to make speed a factor in your play, since you'll best be able to make effective use of terrain masking if you can dodge quickly enough from mountain to mountain. If, on the other hand, terrain is flat, with little in the way of defensive possibilities, big and slow *may* be a better choice (depending on opponents, as always), as you may not be able to move fast enough at *any* speed to

escape attacking Cybrids, and there certainly won't be any terrain features to help you out during either an attack or while in flight. So don't forget to think for a moment about how you're going to interact with the terrain in a mission before moving on to the arming screen.

COMMUNICATIONS

Communication with your allied HERCs is always critical, not only because you need to use combined arms tactics to be successful in most missions but also because your allies can be used in certain circumstances to draw enough firepower away from you to complete some kinds of mission objectives. In particular, when you need to, say, download info from an enemy base, using communications to manage incoming can prove critical. Your computerized allies will always be pretty aggressive about taking on any opponents they see, so as long as they're within range and not distracted with their own problems, save their best fire for the moment when you need the most cover on such a mission.

Always form up after an engagement in the midst of a mission. Why? Well, while the opponent AI is often pretty simplistic in its approach to things, you'll find that (especially when more than three Cybrids are on the field with you) your allies will often have been led off in separate directions during a firefight. Separated is annihilated in *Earthsiege*, so having your teammates join on you after an encounter will both ensure you're prepared for any ensuing onslaught and reduce the size of your radar signature.



On the other hand, in certain circumstances—for instance, where you've detected opponents that are slow-moving—fanning out when there are more than two of you can be useful as preparation for pincer attacks from more than one direction. Regardless of PC simulation, it always seems inevitable that the computer AI will end up most confused when having to deal with attacks coming from more than one direction. If you're setting up a pincer, it's best to wait, therefore, until one of your computer allies has waded in and started an attack, so you can decide when and how to manage the subsequent attack from a different direction (at the point where it's clear the Cybrid's attention has been drawn elsewhere).

Enjoy *Earthsiege*—it's probably one of the best games out there!

Terra Nova

There's something about futuristic ground combat that is terribly compelling. From Heinlein's *Starship Troopers* to Haldeman's *Forever War* or Drake's *Hammer's Slammers*, readers have enjoyed good old twentieth-century war stories translated into the idiom of plasma, lasers, and interstellar campaigns. Even in that great modern myth *Star Wars*, the most interesting parts were often the combat scenes, whether defending a rebel base on Hoth or fighting a running battle through the Death Star hunting for a captured princess. Now, in *Terra Nova*, Looking Glass Technology's latest tour de force, you can try your own hand at being a grunt in a galaxy far, far away . . . well, OK, it's only Alpha Centauri, but it'll do.

TAKING THE HIGH ROAD TO SUCCESS

In many ways, *Terra Nova* plays like Activision's *Mechwarrior II*, another great game, but is set in FASA's *Battletech* universe, where mighty human-piloted machines duke it out. Instead of robots, though, the combatants in this game are more like medieval knights, clad in armor with blood in their eyes. Learning to triumph in this futuristic melee takes some practice, but a clear head, quick hands, and a little luck should do the trick. Ranges are low, the

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Terre Nova*.

Protect those shuttles! Sometimes keeping things from going boom is your mission.

terrain is detailed and topographically complex, and combat is quick and deadly. Stealth is not only possible but often essential, and technological advantages can be devastatingly effective. Like *Mechwarrior II*, however, you have to win the mission to advance the game, and repetition will become a familiar ritual.

Your first task is to know your equipment. Your kit falls into three general categories: weapons, suits, and ASFs, or Auxiliary Suit Functions. First, the weapons. You have a good variety, especially late in the game, split between projectile and energy (beam) weapons. The following table shows the available weapons and their statistics.

TERRA NOVA WEAPONS

WEAPON	TYPE	RANGE (METERS)	DAMAGE	SUIT SLOTS	AMMO	COMMENTS
Laser	Energy	72	Low	1		Continuous Fire
Multipulsar	Energy	126	Low	1		

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WEAPON	TYPE	RANGE (METERS)	DAMAGE	SUIT SLOTS	AMMO	COMMENTS
Particle Beam	Energy	180	Med	1		
Grenade Launcher	Projectile	96	Med	1	15	Area Effect
Railgun	Projectile	150	Low	1	300	Continuous Fire
Thermal Disrupter	Energy	102	Low	1		Slight Area Effect
Missile Launcher	Projectile	180	High	2	15	Area Effect
Ionic Fusion Rifle	Energy	60	High	1		Continuous Fire; high energy drain
SIR Mark IV	Energy	30	High	2		Area Effect
M–B Cannon	Projectile	270	Very High	2	5	Area Effect; big blast radius
M–B Accelerator	Projectile	360	Very High	2	10	Area Effect; kills Hegs dead
Smoke Grenade Launcher	Special	96		1	40	Smoke blocks energy weapons
EM Emitter	Special	180	(EM)	1	50	Marks targets; Affects Mk 1 Heg Clones

CHOOSE YOUR WEAPONS!

At first, your choices will be limited, but soon you will have an impressive stock of violent toys. You'll want to upgrade to newer technology as it becomes available, with a few exceptions; your style of play should determine your choices. Good early weapons with staying power include the laser (great for zapping drones), the grenade launcher, and the particle beam (longest-range beam weapon available). Later on, the ionic fusion rifle is about the best short-range weapon in the game, its great damage potential marred only by short range and high-power drain. It's a lot more controllable than the SIR Mark IV, which is really only useful for a few high-intensity missions, where it comes as part of your default armament. The railgun loses out to the laser as an anti-drone weapon; the laser's unlimited ammo supply more than makes up for its shorter range. The thermal disrupter seems to be rather redundant; even with its good reach, it's never really been very useful.

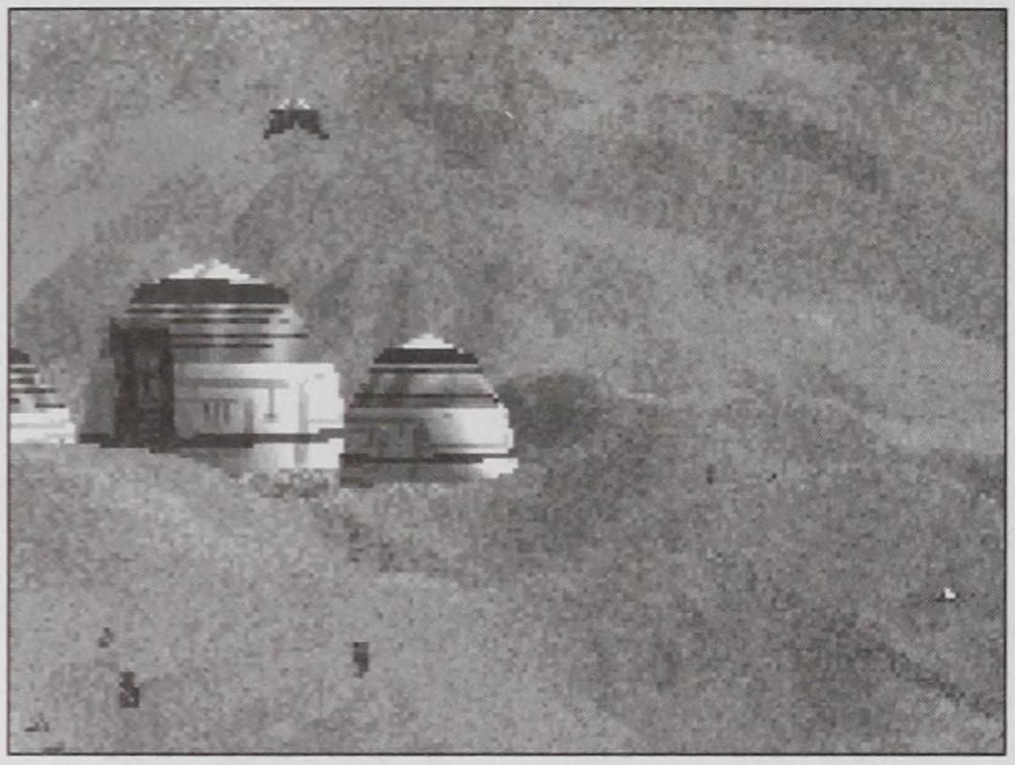
Know your weapons and soon you'll have a wicked arsenal.

The big boppers of your arsenal, however, are your area effect projectile weapons: the grenade and missile launchers and the M-B systems. These weapons add two very important abilities: indirect fire and blast radius. With practice, if you avoid locking onto a target and instead fire at the unlocked targeting brackets, you can lob grenades over hills with relative impunity.

Missiles, with their longer range, can often fire at locked targets over ridgelines. Remember, low gravity equals longer range for projectile weapons, *if* you fire without locking. Elevation also counts; you can drop things down a lot further than you can throw them up, so don't get caught in a ravine. Instead, try to catch the other guys in a ditch, and drill 'em there as well.

The M-B systems are your true heavy artillery, best reserved for taking out turrets and large groups of dangerous foes like heavy PBAs (Powered Battle Armor), advanced clones, and tanks. Excellent range and destructive ability compensate for their slow rate of fire and limited ammo; use them wisely. Smoke grenades and EM Emitters are

special-purpose tools; the dubious protection of a smoke screen isn't generally worth the suit slot, and the EM Emitter is generally useful only against early model clones, who seem to be disoriented by EM pulses. The ability of EM Emitters to mark the enemy for easier detection is superfluous; by the time you find them, it's time to kill them.



Of much more utility are the specialized ASFs for your PBA. Ranging from the mundane like the energy-enhancing dynamo, to the exotic Explode-O-Drone, these tools are often the key to mission success. Often the mission will require you to take a specific ASF, but usually you have some choices. Early on, the best choice is usually the Universal Back-up (when it becomes available), because it can repair suit damage. The Autodoc isn't usually a great choice; keeping your suit healthy does more to keep your body intact. The Minelayer and the Autoturret are great when used properly. Enemy fire can detonate the mines you lay (while you're laying them!), however, and it takes a bit of luck and foresight to place turrets where the bad guys will actually encounter them.

The weapon of choice is arguably the Explode-O-Drone, of course! Guide this puppy like a normal drone, and ram it into a gaggle of Hogs: instant barbecue. The only downside is that you can't use it to attack a structure directly, though collateral damage is possible. Finally, when stealth is a factor, there's the EM Dampener; though it does mask your electronic signature, the fact that most of your weapons will require you to close to visual range makes its value questionable.

NOTE

Sensors are Energy/Proximity, where the first number is the range in meters at which you can detect enemy emissions, and the second number is the range at which you can detect inactive targets. Slots refers to the number of weapons slots each suit carries. The Jump Jets column refers to the relative efficiency of the suit's jump jets; Scout PBA for example can leap farther and longer than the other two types.

SUIT UP

All of this hardware has to fit in your suit, of course, and you have three choices once your tech types finish the R&D after a few missions. The following table shows the PBAs and their capabilities. Generally, once the heavy suit becomes available it is the best choice, except for stealth missions where speed and mobility are critical; then the Scout PBA is best. Standard PBA is a bit quicker than the heavy model, but can withstand less damage; still, it might be the best all around compromise. Scout PBA is further limited in that it cannot fit any two slot weapons, as its slots are one per arm.

POWERED BATTLE ARMOR (PBA) CHARACTERISTICS

SUIT TYPE	SPEED (KPH)	SENSORS	VISUALS	SLOTS	JUMP JETS	ARMOR LEVEL
Standard	50	180/90	2x Zoom	4	High	Medium
Scout	60	240/100	3x Zoom	2	Medium	Light
Heavy	40	140/80	2x Zoom	4	Low	Heavy

BUILDING YOUR TEAM

Choosing squad mates for a mission depends on what the mission is. Often you have to take either an individual or a certain type of specialist. Specialists—demolitions, electronics, and repair in particular—have fixed ASF loadouts, so that takes away some flexibility. Generally, keep the M-B stuff to yourself, as your team won't usually use it to greatest effect, but most else is fair game. You'll find most squaddies to be pretty much interchangeable in a fight, though Walker is very aggressive, and Gags is also pretty gung ho. If you lose one, there will be a special funeral cut scene for this person; mostly your team just goes "evac" and shoots out into space, where they are scooped up by an orbiting 911 shuttle.

Missions each have certain objectives, usually killing something or stopping something from being killed. Time isn't usually a factor, so you have the opportunity to be careful, use it. While early missions can be won handily by charging into battle with guns blazing, later ops require more planning. Always take a moment to scan the horizon, using zoom and infrared to get the lay of the land.

The map isn't too useful for planning approaches, but eyeballing the terrain is. You should approach an objective under cover, but not down in a ravine or valley where you are a sitting duck. The back side of a ridge is ideal, as are shallow gullies. Trees help, but can block your fire as well as the enemy's—until they go up in smoke, that is! Your team

A good mix is necessary for most missions.

will too often get in your way, so when you get close it's a good idea to order them to hold their position (Tactics comms, F7) and ease up to take a look see yourself.

You can often take single foes from long ranges without calling for help; if you get in trouble just retreat to your team and let them bail you out. Once you find the enemy, close in together and apply overwhelming force with the Alt+A ("aggressive attack") command. Retreat from battle is possible, but takes some doing; often it's better to just send your troops to the pick up point instead. The Shift key ("bound") is *Terra Nova*'s equivalent of running.

The hardest part of a battle is controlling your squad; solo missions are actually easier. Generally, it is best to let your squad mates do their own thing. Some missions, notably SPARKPLUG (#28) will require careful splitting and control of your squad, but often you can win simply by scouting yourself and then bringing in the rest of the team for the climactic fire fight. Still, you need the additional firepower your buddies give you, so get them into battle pronto. Try not to leave them hanging out by themselves; they tend to stick it out and go evac rather than running away like a normal person would.

Most of all, use your imagination; there's more to this game than just completing the mission goals. It's often more fun to take your time and actually prolong the mission, just to explore different ways of winning. Just remember, there aren't too many problems an M-B missile can't take care of.

Yep, they're waitin' on *you* to lead them through this Hell hole.

Keep back, blast fast, watch 'em go boom.

Wing Commander IV

Wing Commander IV is what *Wing Commander III* should have been. It's the definitive *Wing Commander*—a must buy. While *Wing IV* uses an improved *Wing III* combat engine, much of what you've learned in *Wing III* is still valuable because the two are still very much alike.

BUSTING THE REBELLION

For those of you who haven't played *Wing III* (and no one blames you), here are some basic tips to get you going. Later we'll discuss how to complete the first few missions at the Ace level, if you're still having trouble.

POWER MANAGEMENT

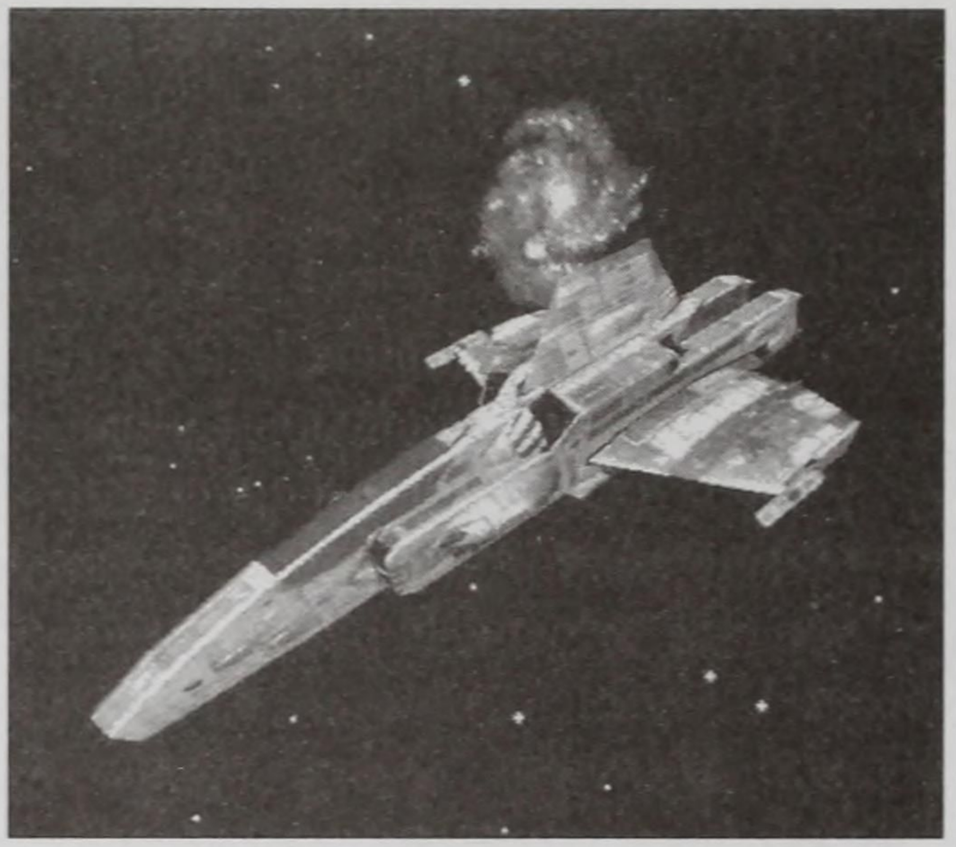
One of the hardest things you'll need to do in *Wing Commander IV* is manage your power. Each ship can only generate a limited amount of power, so you need to distribute it among the ships systems as required. It sounds simple enough, but what makes it so difficult is that you'll need to be switching power around in the middle of battle. In addition, what makes matters worse is the awkward keystrokes that you have to use. Consider programming your FLCS and TQS combo to mimic these keystrokes, but it will still be a distracting chore.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Wing Commander IV*.

Probably the best way to go is to set your power distribution ratios before you enter battle. Lock the engine level at 25 percent with Ctrl+] so you'll retain maximum speed, redistribute

your damage control allotment to zero, and lock it there. You'll only need this if you need to repair something. In the meantime, you can use the extra power to quicken the re-generation of your shields and weapon power.



KILL, KILL, KILL!

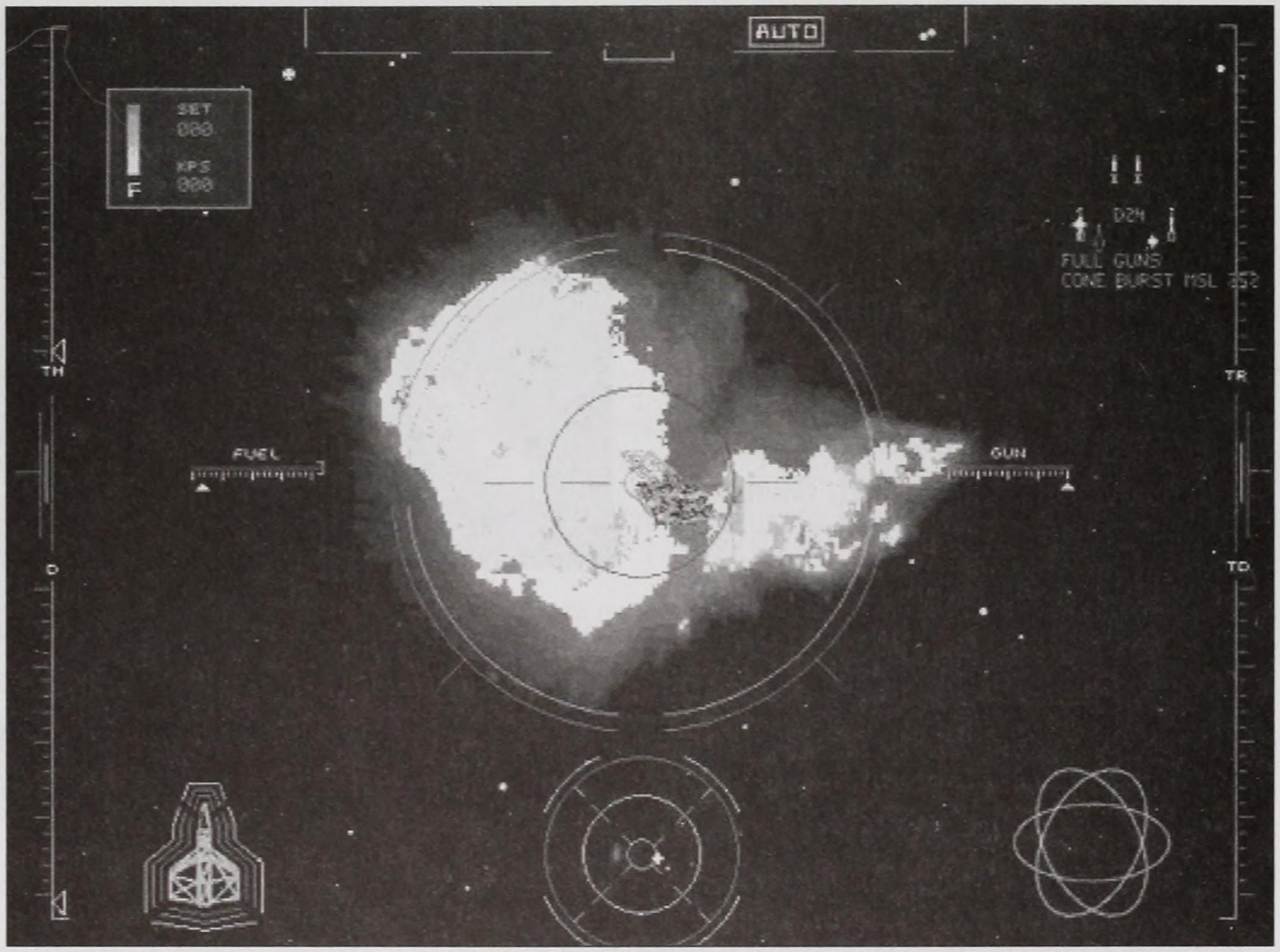
Getting hits on enemy ships depends on your marksmanship skill. Therefore you should make the ones that do connect count. Press G to toggle on all guns and Ctrl+G to synchronize them to fire at the same time. This is so you'll maximize the damage you'll inflict when you do connect. To help increase your hit ratio, lock on each target using the L key. This activates the ITTS (Inertial Targeting & Tracking System), which will compute the amount of lead needed to hit your target.

RUN AWAY!

While blowing things up is the main thrust of the game, to make things a little more interesting, these *things* naturally don't take kindly to your shooting at them, so they shoot back at you. Defensive strategy is very important if you want to survive (and see the rest of the film clips).

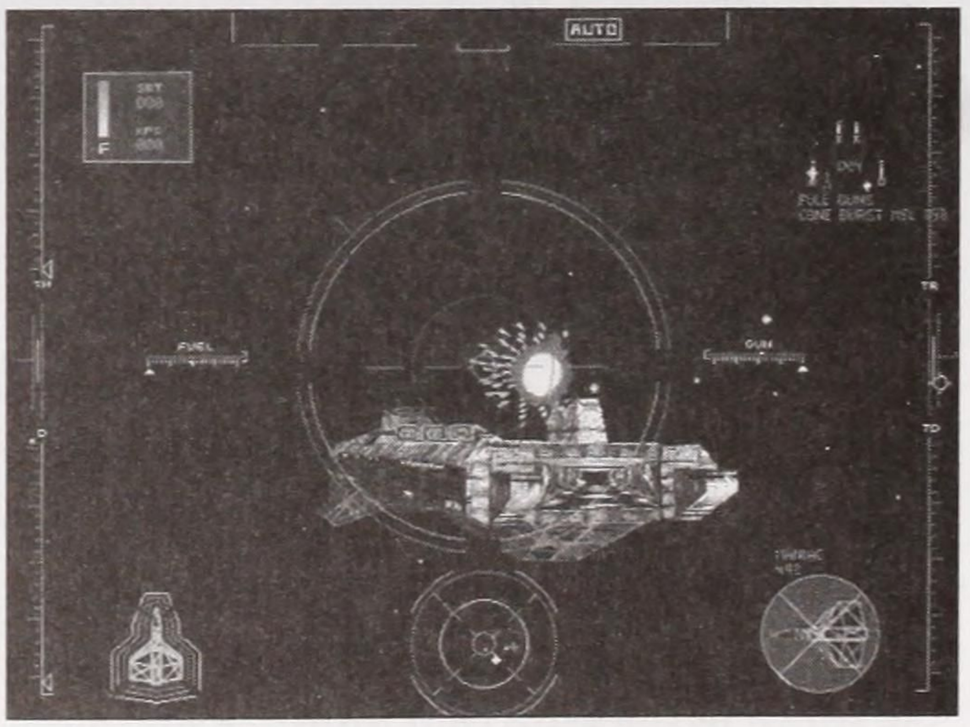
The key to staying alive in combat is to not over-fixate on one target. It's okay to stick with one target until it turns into little pieces, but the mistake many pilots make is not breaking off their attack when they're being shot at. If you have a bandit on your tail, immediately make a hard turn and keep turning. First thing to do is check your damage status and make repairs or redistribute energy as required while jinking. Novice pilots tend to fly in a straight line when they're looking at their instruments. Don't make this mistake or it'll be your last.

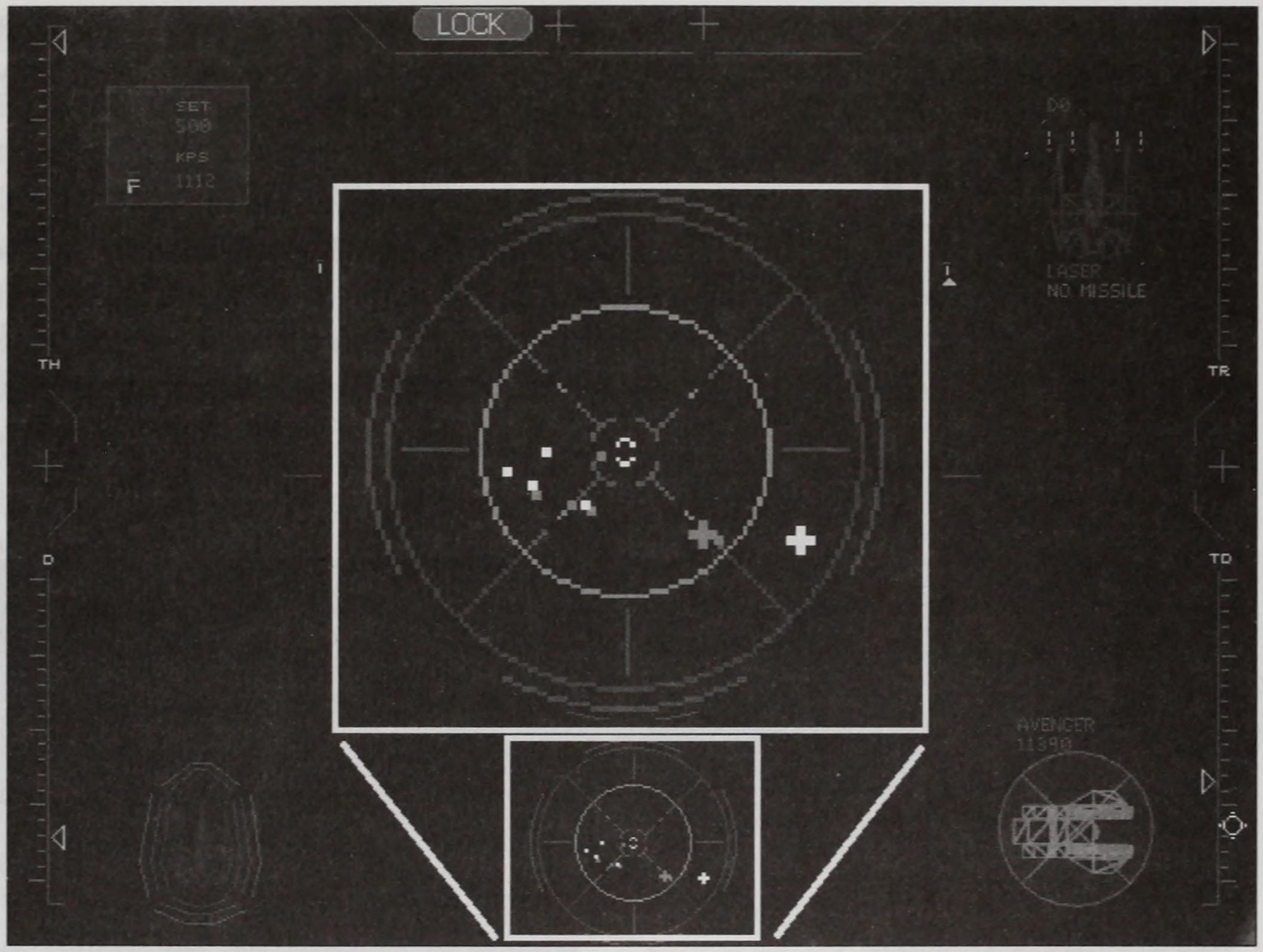
Your biggest threats are missiles fired at you. There are three strategies to avoid getting hit by them: fool them with decoys, out run them with afterburners, and/or out turn them. Ideally, you'll want to use all three of these strategies, but sometimes it isn't possible. Start by dropping a decoy. That alone will sometimes break its lock. Check your radar and count the yellow blips. You don't need to be accurate. You just want to make sure that another missile hasn't locked on you.



Your marksmanship will prove important in this game.

If there's more than one yellow blip, drop another decoy and kick in the afterburners. If your Missile Lock Indicator is still glowing (or if you're out of decoys), your last chance to avoid taking a missile hit is to out fly it. This is done by keeping them off to your left or right (keeping them "abeam"). Look at your Radar Display and keep the yellow dots in the 3 o'clock or 9 o'clock pie-shaped sections. Missiles are fast and turn pretty tightly, so you really have to stay on the ball. However, they don't carry much fuel, so you'll only have to keep them abeam for a few seconds.





Keep an eye on your Radar Display for missiles: your biggest threat.

SHIPSIDE

Use the ship map (M key) to avoid having to search for people to talk to on the ship (and watching Blair walk down the hallways). A light will blink in any room that has someone to talk to. A red indicator signifies someone you need to talk to, and a blue indicator indicates optional film clips.

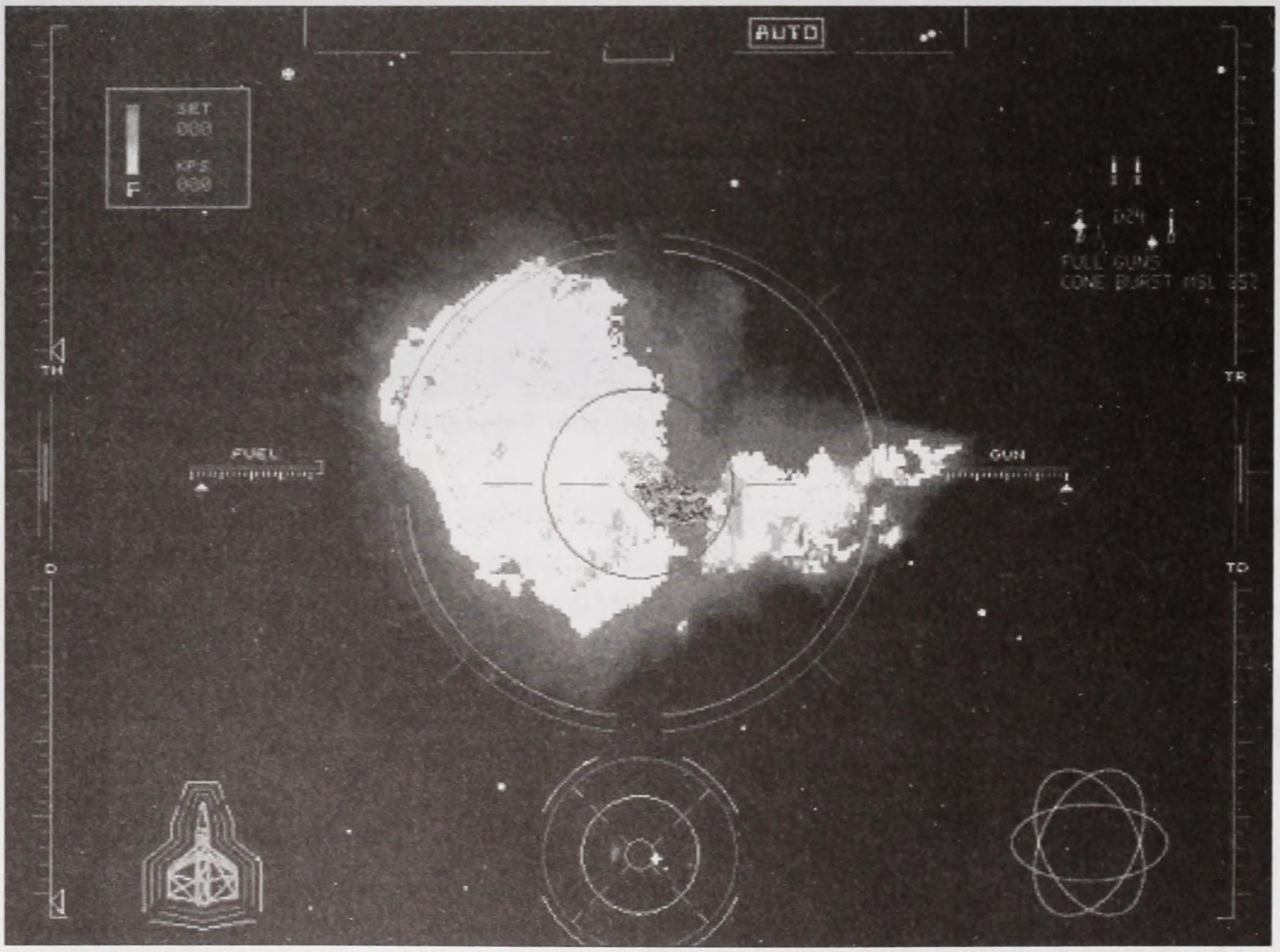
MISSION TIPS

Check your power settings after every autopilot. For some reason they reset after some and not others. There doesn't seem to be any rhyme or reason for it, so you just have to check every time. Remember to save games right after completing each mission too. Finally, pressing Alt+O during flight brings up the flight options and cheat menu. You can

select a flight model that is more like the *X-Wing Tie Fighter* style (banks in turns), and change graphic detail levels to suit your computer, enemy skill level, and invulnerability.

YOU *VERSUS* MANIAC

Annoying as he is, Maniac is one hell of a proficient pilot. The only sure-fire way to beat him in your mock encounter is to use the fact that the battle won't begin until you press 1 and accept his challenge. Use this time to configure your weapons, target lock, and line him up in your sights. Press 1 to start the battle and start shooting. Press Y to match his speed and you'll emerge victorious. It may not be fair, but c'mon, he'd do it to you if he could!



Got 'em!

ABORTED TRIP TO CONFED

Right after sparring with Maniac, you face your first pirates in *Wing Commander IV*. Hit the afterburners while waiting for your weapons to reconfigure. Refrain from ordering Maniac to break and attack. These pirates are easy pickings to up your Kill Board totals.

Mission 1–Hellespont–Protect Transport

Again, refrain from ordering Maniac to break and attack. Protect the transport by killing the enemy ASAP. When Eisen tells you to break off the attack and follow the fleeing ships, go to full afterburner and follow them. Don't worry about keeping your distance, and if there are two bandits left on your radar, you can safely kill one of them (more Kill Board fodder) as long as one escapes.

Mission 2–Blow Up Enemy Frigate

The easiest way to complete this mission is to transfer all power (except engine power) to your shields, lock on the transport and fire a full salvo of torpedoes (B key) at it. The extra shield power will keep you safe long enough to achieve the torpedo lock.

Mission 3–Tyr System–Recon Ground Complexes

You can complete this mission in two ways: the easy way and the hard way (for maximum kills). The easy way is to do a hit and run. Kill the first pirates you encounter on the way down to the planet with some missiles. When you're on the planet, kick in full afterburners, drop decoys and jink when missiles lock on to you. Cycle through targets until you lock onto the ground station. Switch to your camera and snap away. Don't leave the area before taking the required amount of pictures. A quick glance at the picture counter (on the lower left of the Weapon Loadout display) will keep you abreast of your progress. A voice will acknowledge when you have enough pictures to move on to the next waypoint. If you want to add to your Kill Board totals, you can

complete the mission by taking out all of the enemy ships. The key is to take out the ground turret first.

Mission 4–Escort Ground Extraction

Save your missiles and take out the first two pirates with guns. When you reach the planet, the ground turret is the most dangerous and annoying so take it out first. Send your wingie after the approaching pirates to keep them busy, so you're free to destroy the turret. The rest of the mission is fairly straightforward; avoid missiles and kill pirates (with missiles if you need them).

Mission 5–Masa System–Destroy SpaceLab Defenses

Choose a bomber for this mission. It has more missiles and stronger shields than any fighter. Cycle through the targets and kill the Ace level pirate first. The remaining bandits will be easy to mop-up.

Mission 6–Intercept Convoy

Kill the two Banshees, set energy priority to shields, and then destroy the cruiser with torps.

Mission 7–Intercept Eisen

You have to choose whether to remain loyal to Confed or turn renegade. If you choose the Confed route, you need to kill Vagabond; otherwise, you need to kill Minor and his Confed buddies. From here on out, your missions depend on which path you follow, so you're on your own. Have fun, and may your missiles always find their targets!

Wing Commander III

Col. Blair strapped himself into the seat of his Arrow. The Kilrathi were attacking the Victory . . . again. The pre-flight procedures were almost automatic by now. He reset his power systems, primed his guns, and punched the throttle to maximum just as Lt. Rollins chimed, "You're clear to take off." As he exited the TCS Victory his proximity alarms screeched the warning signal that Kilrathi fighters had launched missiles against his tiny Arrow starfighter.

PLAYING A MOVIE

From this point onward you play the part of Col. Blair. Do you break right and drop a decoy? Do you order your wingman to break and attack or cover you? Will they listen? Origin's latest and greatest game, *Wing Commander III*, breaks new boundaries in gaming. With great actors like Mark Hamill and Malcolm McDowell, *Wing Commander III* provides a new opportunity to *play* a movie, rather than merely *watching* a game. This is the closest to *being there* as we can be until the day everyone has a Cray computer in the living room.

You can fly all of *Wing Commander III* at Rookie level and never need any of these hints. You will be so overjoyed to fly against the Kilrathi again that you may neglect to see the beauty of challenging Prince Thrakath at Nightmare level.

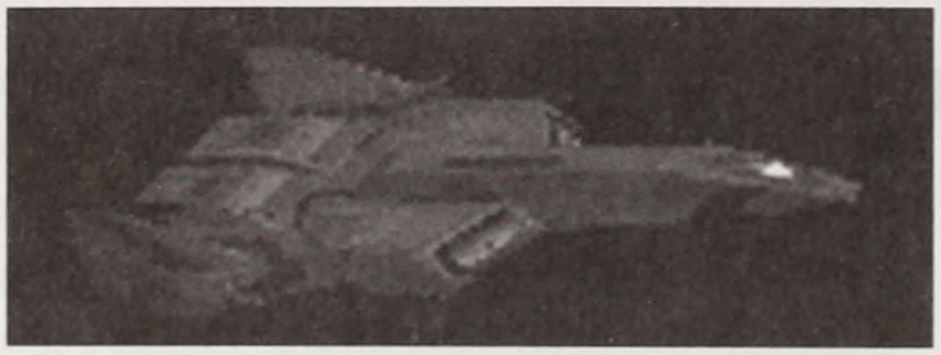
With actors like Mark Hamill, *Wing Commander III* can't go wrong.

NEVER ENOUGH POWER

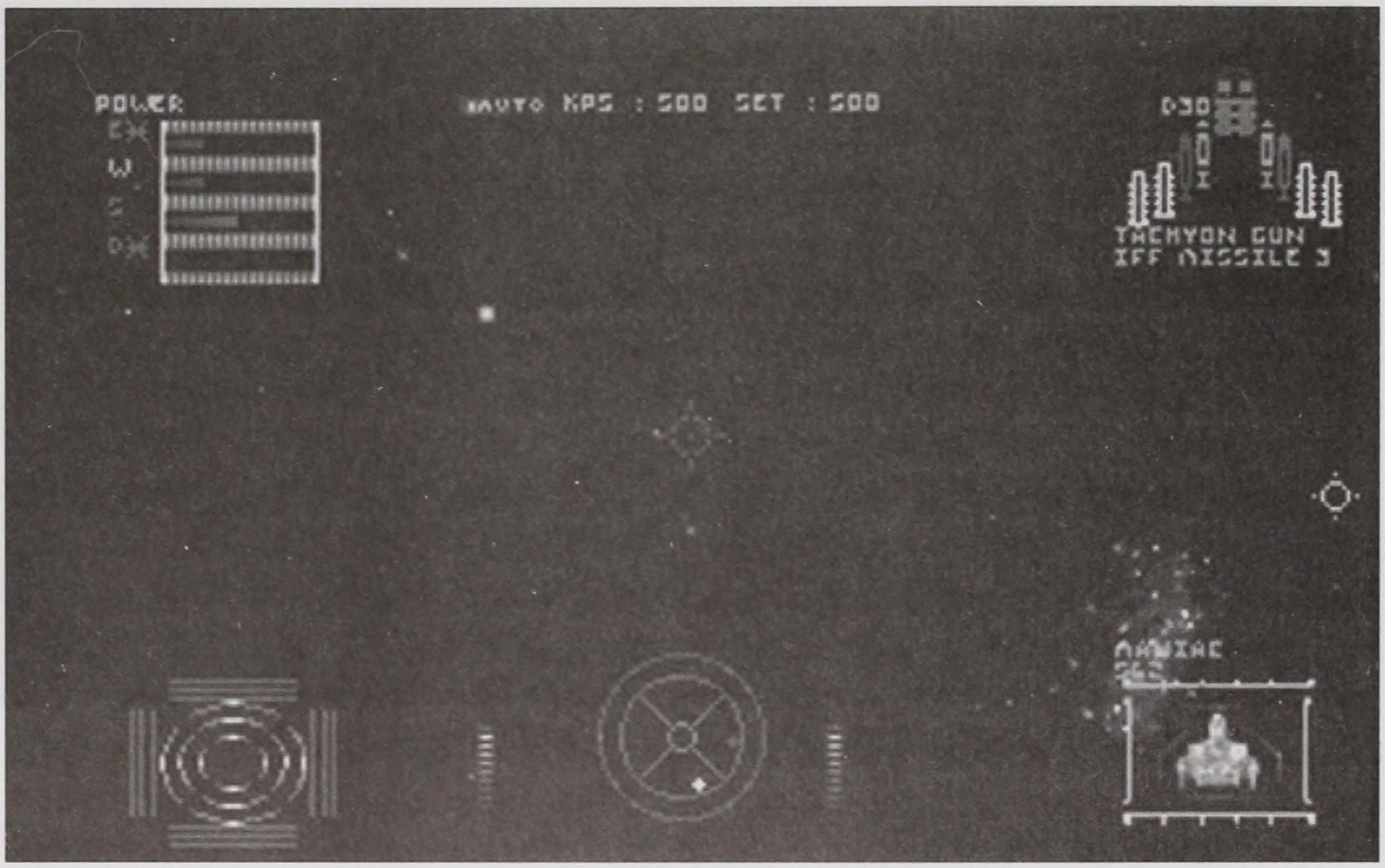
Great starfighter pilots know that power management is vital to tackling the Kilrathi. By default, *Wing Commander III* allocates power equally to all your starfighter's systems. This may seem acceptable, but you can always achieve better results on your own.

If you lower the power settings for your engines below the default level (25 percent), you will notice that your top speed drops to compensate. However, raising your engine power level above 25 percent has no effect. Hit Ctrl + [and lock your engines in at the default power level. You will want as much speed as you can muster, but don't waste any extra power.

Damage control is completely unnecessary if you have not suffered any damage. That is a 25 percent reserve available for more important shipboard functions like weapons and shields. Lock damage control at 0 percent. There is no need to worry about repairing systems; you can always divert extra energy back to repairing damage. The golden rule for damage control is: if you are not damaged, don't give the d.c. system any power.



Now you have locked your engines at 25 percent and damage control at 0 percent. This should leave 75 percent



Hit shift+C to reset your power level to its default level of 25 percent.

of your ship's power for weapons and shields. A conservative weapon/shield ratio is 25/50. As more energy is required for the weapons you can divert power from the shields. You may find it preferable to fly your starfighters with weapons/shields at 75/0, which yields tremendous firepower and fairly charged shields. If the dogfight becomes too intense, you can always divert all the power from the weapons to the shields (0/75) and punch the afterburners. By locking down engines and damage control you have a simple scheme for changing the weapon shield ratio rapidly.

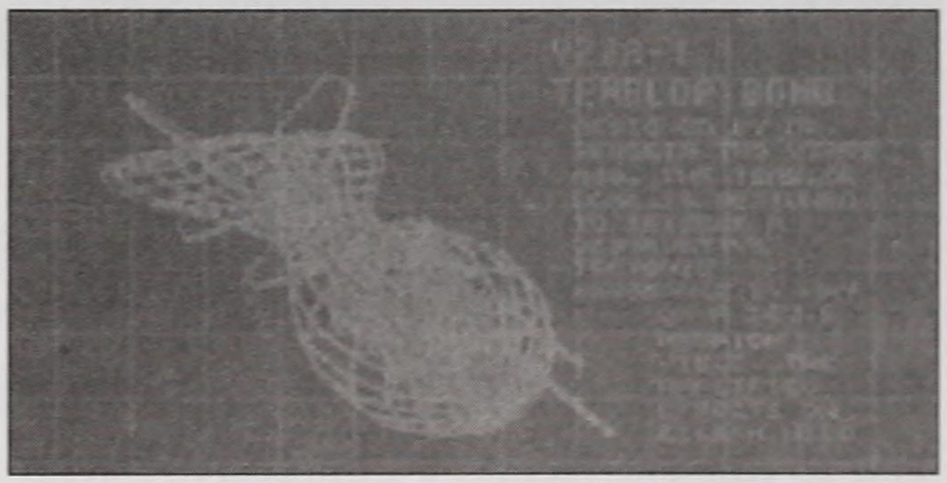
It is best to perform all of these energy management preparations before you leave the TCS Victory, but the Kilrathi will not always be so patient. If you find yourself in the middle of a fight and you have accidentally messed up your power configuration, hit Shift + [. That will reset all systems to their default levels.

WHICH STARFIGHTER TO FLY?

The Confederation has five different starfighters with distinct advantages and disadvantages. Rachel is quite good at picking a default fighter, but her default weapon loadouts are somewhat lacking.

The Arrow is a lightning-fast starfighter. Don't fly this starfighter unless you are prepared to use its single advantage: speed. Despite its incredible speed and maneuverability, the Arrow falls short in several other aspects. It has the weakest guns and the lightest armor and has a poor choice of missile loads. It's a popular favorite, though; in space combat simulators, speed is life and the Arrow is no slouch. The Arrow is great for screening enemy starfighters and destroying Skipper missiles, but it is outclassed when tackling any capital ship larger than a Corvette. If you fly an Arrow, just remember that its only advantage is speed and maneuverability. Otherwise, choose another starfighter.

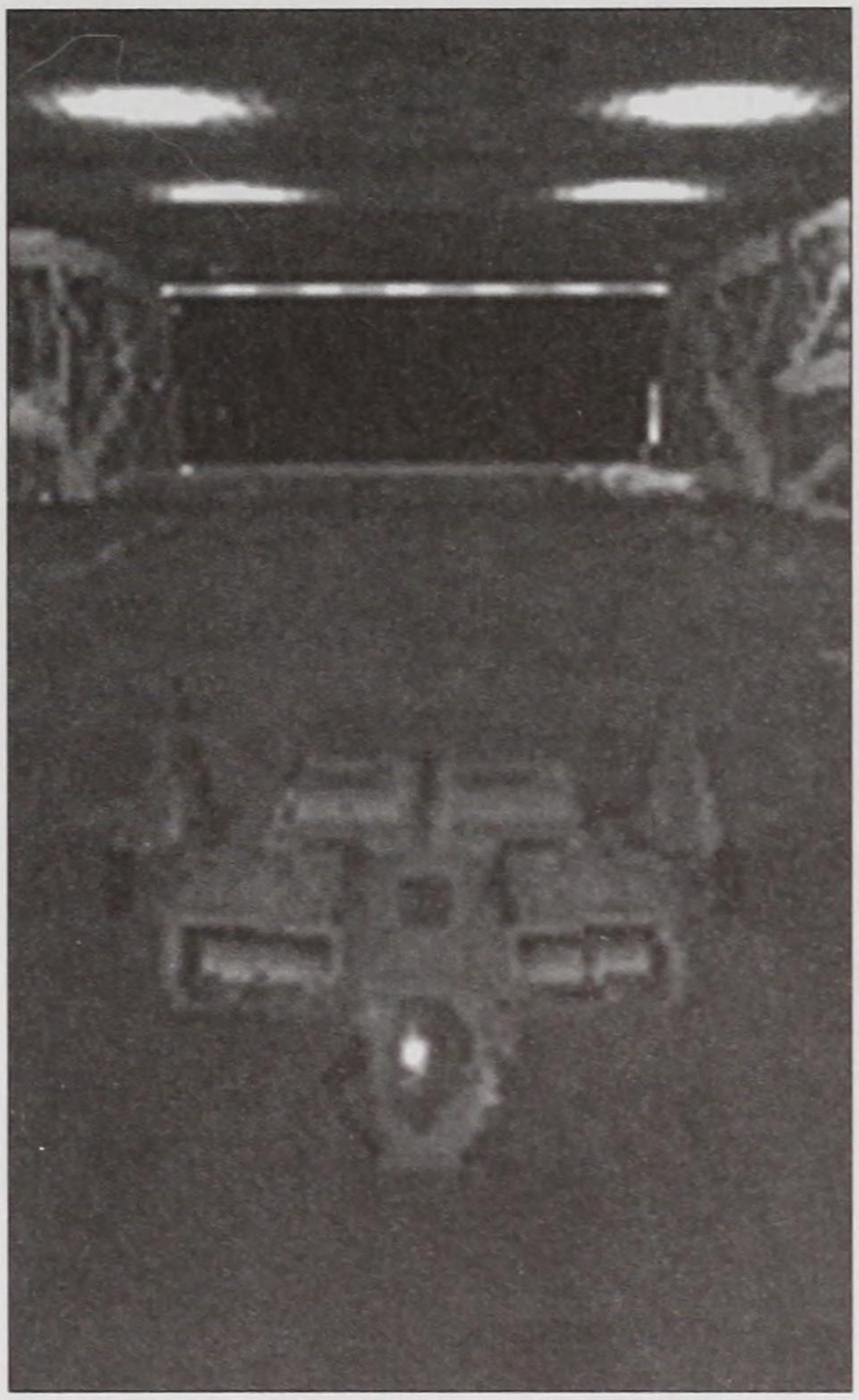
The Hellcat is reminiscent of the venerable Y-Wing from *X-Wing*. It is the most *average* of all Confed's starfighters. The Hellcat is average at speed, shield strength, and maneuverability and its guns are as feeble as the Arrow. It doesn't enjoy any of the special advantages of the other starfighters: no rear turret, no torpedoes, and no Shelton slide. Frankly, this is not a very popular starfighter because it is a Jack-of-all-trades. It has no specialties, but it has no significant weaknesses. However, it is available in almost every mission and it is a fine craft for repelling enemy starfighters. It can take a bit more punishment than the nimble Arrow, but before you pick a Hellcat you should ask yourself if you could benefit from the Arrow's speed or the Thunderbolt's firepower.



If you hate the Kilrathi's Vaktoth heavy warbird, then the Thunderbolt is the starfighter for you. The Thunderbolt has no less than six forward guns and a rear turret with two mass drivers. For those pesky capital ships, the Thunderbolt even includes its own torpedo. Now *that* is firepower! Unfortunately, the Thunderbolt does not fare well against light fighters. Its low speed and maneuverability cannot compete against Darkets (light fighters) and Strakahs (stealth fighters).

You want to take advantage of the Thunderbolt's firepower, so crank up the power to the weapons systems. In the early stages of the game most of the capital ship killing will be accomplished with this starfighter. Rather than going toe-to-toe with the Kilrathi's light warbirds, just let them follow you where your tail turret can take aim. It also helps to bring along a big supply of Friend-or-Foe (FF) missiles.

The Longbow is Confed's big gun against the Kilrathi's capital ships. As a bomber this starfighter fares poorly against the nimble Kilrathi starfighters, but the Longbow



carries sixteen missiles and four torpedoes. Its two lasers and two neutron guns are very unimpressive, but its rear turret is a tremendous aid against Kilrathi warbirds who have a nasty habit of following you. By sending 50 percent of the energy to the shields, the Longbow is made virtually invulnerable to enemy fire at lower difficulty levels. At Nightmare level the Darkets become annoying.

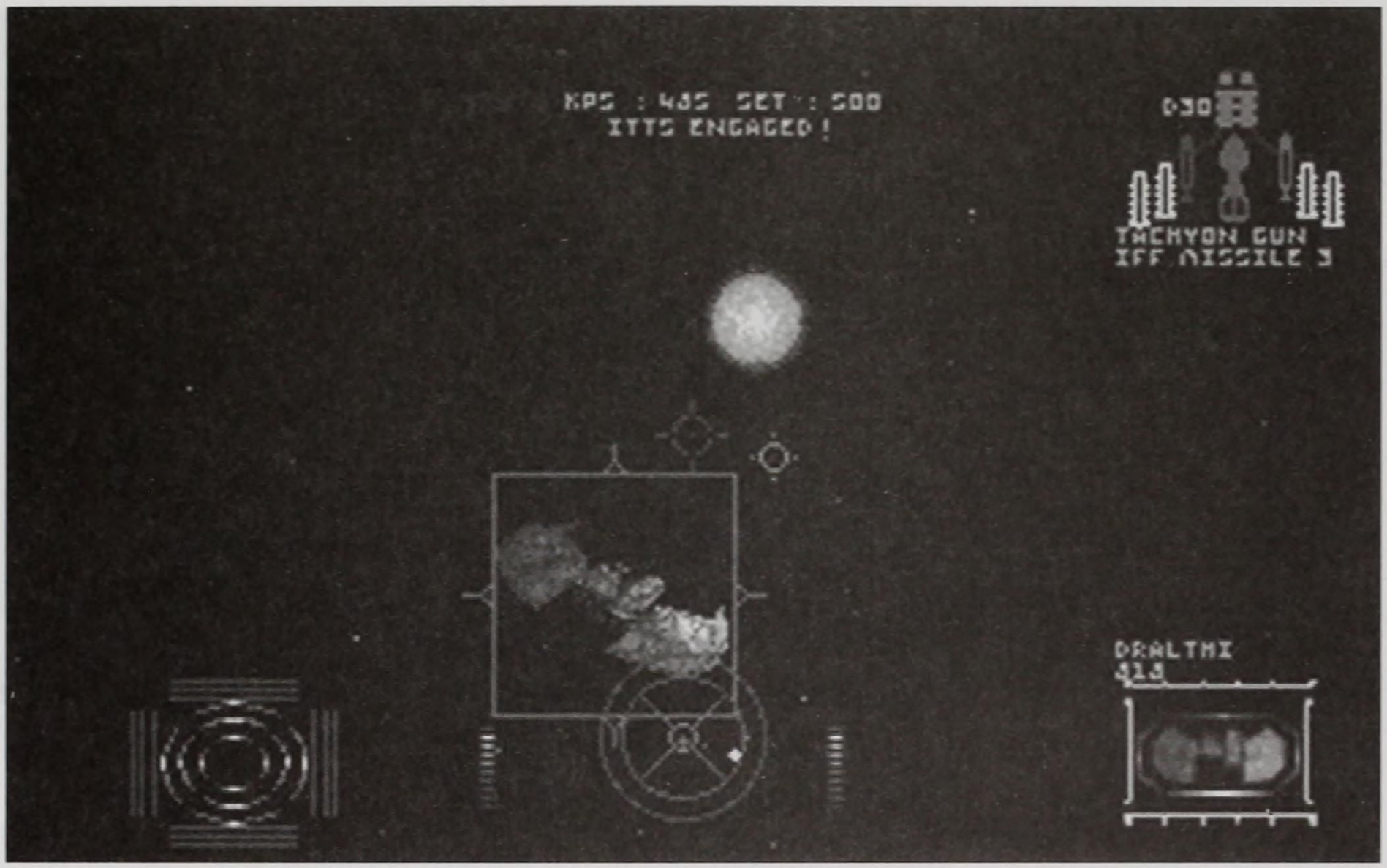
The key to flying the Longbow is choosing a good weapons loadout. Consider taking four FF missiles, four Image Recognition (IR), and eight heat-seekers (HS) or dumbfire (DF). Alternatively, you can load up with sixteen FF missiles and the Longbow will still spell doom for three or four Kilrathi cruisers and a dozen warbirds.

For those pilots who like to fly starfighters with every feature including the kitchen sink, the Excalibur is the ship for you. Six guns, the Shelton slide, a cloaking device, and an auto-targeting computer add to this starfighter's impressive performance. In spite of this incredible list of features, this is not the all-powerful starfighter that you can see in *TIE Fighter's* TIE Defender. However, once the Excalibur becomes available you won't want to use any other starfighter with the possible exception of the Longbow.

This heavy starfighter has the best cannon arrangement with four Tachyon guns. Unlike most other starfighters, you could use the Tachyon cannons instead of the Reaper cannons because the Tachyon cannons are much more effective and efficient by themselves.

THE JOYS AND PERILS OF AUTO-TARGETING

The Excalibur also has an auto-targeting computer. To exploit this advantage, lock onto an enemy starfighter and then have both the starfighter and its ITTS targeting circle on screen at the same time. The auto-targeting computer is very effective against Kilrathi warbirds traveling directly toward or away from you, but not much else.



Use the auto-targeting computer against Kilrathi warbirds.

Consider the auto-targeting computer as an enhancement and not a piece of technology to rely upon heavily. Be sure to turn this computer off before attempting to destroy a capital ship's turrets. Otherwise the computer will annoyingly aim all of your shots toward the center of the capital ship.

The cloaking device is a terribly limited device. You cannot fire while cloaked. Additionally, you can only use the device once per mission. This means that you must cloak only when absolutely necessary. The first use of the cloak is just before meeting Prince Thrakath, where you fight hundreds and hundreds of Kilrathi fighters. You will know this battle when you see it. Send your remaining wingmen home and then engage the cloak. The second occasion to use the cloaking device is above the surface of Kilrah.

SPEED IS LIFE

The afterburners are one of the primary components of your starfighter. Judicious use of afterburners keeps you alive to fight another day. Throttle your regular engines up to maximum speed, and keep one hand on the Tab key. As soon as a missile is tracking you, drop a decoy, engage your afterburners, and turn away from the attack. To

dogfight the Kilrathi effectively, vary your speed using the afterburners. The afterburners are quite powerful, but their fuel source is limited. For most missions an adequate supply of fuel is present, but be warned that *adequate* is not enough later in the game.

A WING COMMANDER OUT OF THE COCKPIT

The Kilrathi heavy warbirds are protecting a large Cruiser. After defeating a dozen cats, more show up. Finally, you are prepared to make an attack on the Cruiser after destroying all the guns on one side. Cobra has been watching your six for approaching Dralthi. "Attack my target," you scream to Cobra, but your wingman ignores you and attacks her own target or worse . . . she leaves in the middle of battle.

Does this mean you should shoot Cobra when you return to the TCS Victory? Is it time to court martial her? What if it really was all your own fault? You guessed it. Every time you make a decision with another character you affect that character's morale.

MORALE

No man is an island and no Wing Commander can beat the Kilrathi without the aid of great wingmen. At every step within the game you must remember that your actions have an effect on everyone's morale. If you begin losing missions the entire group's morale will suffer. Conversely, being polite and friendly with the crew will boost morale in spite of a crumbling war effort.

As morale rises, a wingman will respond to orders more quickly and will stay by your side in even the worst battles. If you keep morale high, your wingmen will fight by your side until death. A wingman with low morale will desert at the mere sight of a Kilrathi fighter.

A POPULARITY CONTEST

By now you are probably asking, "How do I increase morale?" The answer is simple: Be nice to your wingmen. As much as you want to call Maniac a jerk, don't do it. Even if you think Rollins is a paranoid freak, don't say it to his face. You can think that Cobra is a trigger-happy Kilrathi-hater, but don't let her know it.

If you want to see morale take a nose dive, then don't talk to any characters. The obvious result is that you will not have any wingmen other than Hobbes. If you do

Only teamwork will crush the Kilrathi.

this too long then Captain Eisen will give you a short lecture about "getting to know the crew." Listen to his advice. Indulge the characters in their dreams and ideals. None of them are perfect, and they need a good example to follow. You are a Wing Commander, aren't you?

If you want morale to rise, then do the things that will make the crew love and respect you. It is okay to say that Flash is too flashy. Feel free to express your displeasure about Admiral Tolwyn, just don't say it to the Admiral's face. When one of your best friends reveals that he lied to you, go ahead and slug him. He deserved it. The crew knows that and the group morale will rise.

Don't make the mistake of speaking poorly about Captain Eisen and, under no circumstances, should you ever attempt to score brownie points with Admiral Tolwyn. By making a single decision in *Wing Commander III*, you can affect one pilot or the entire crew's morale or both. On many occasions your actions will increase one character's morale while decreasing another's. Just as in life, you have some tough choices ahead.

The crew is looking for a Wing Commander who will provide an example. They want someone who is friendly and someone whom they can trust. All the characters are great pilots, but they need someone to help them out, to listen to their irrational fears and to believe in them when no one else will do so. Always be a champion for your wingmen. Always stick up for them and always get them out of a jam. If they mess up, give them the benefit of the doubt. This is war and people do some crazy things in war. Stick up for your wingmen and they will lay down their life for their friends.

HAVE FUN

Sometimes it is perfectly acceptable to throw the regulations out the air lock and have a little fun. If you played *Wing Commander III* as many did the first time, you saw an empty chair throughout the entire game. Who sits there? Flash. You can take out Flash's Excalibur (and increase morale by having fun), but don't accept his offer to a duel in the simulator. The next time out, though, try challenging him to a duel—you just may win. If you do, not only will you increase the entire group's morale, you'll gain a new wingman. The lesson: the crew likes a lighthearted Wing Commander.

WHY DO FOOLS FALL IN LOVE?

The most frustrating and rewarding scene takes place in the bar. You strut in with all the composure of a great Wing Commander to find Flint and Rachel waiting to chat with you. Now is a great time to save the game to explore the possibilities from this point onward. You have only two opportunities to fall in love before this scene vanishes.

If you kiss one the other will immediately leave the scene. However, you do have the option to reject one before kissing the other. Either way you will increase the morale of one and decrease the morale of the other. Go ahead. Take a chance. Be wary because you will face the other woman in the future. She will let you know that she is very unhappy with you. Flint will no longer fly as your wingman and Rachel will no longer prepare default loadouts on your starfighters.

There is a *safe* ending to this scene. Speak to both and politely inform them that you all can't risk getting involved while the war rages onward. Then both will walk out on you. Flint and Rachel will speak to you in the future, but you will miss the opportunity to fall in love with one of these gorgeous women. If you decide to go ahead and pick one to fall in love with and if you win the game, then the one you chose will live happily ever after with you. You will have to work hard to keep Flint alive to enjoy her affections.

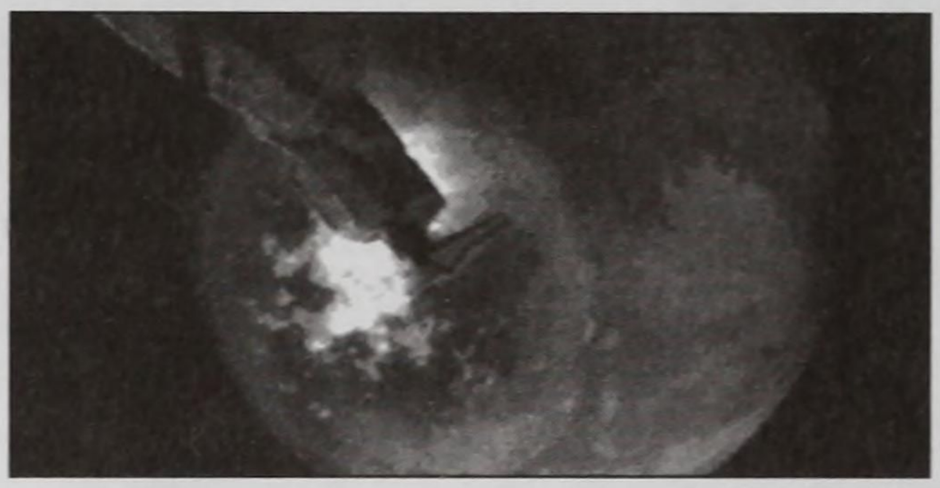
Why does Origin have to model this part of *Wing Commander III* after real life? Why can't you fall in love with one and be friends with the other? These realistic games are almost as frustrating as life itself.

YOU WIN SOME, YOU LOSE SOME

You cannot win every mission, but some missions are more important than others. For example, there is no way to protect the Behemoth after "the traitor" transmits the

schematics to Kilrah. If the Behemoth survived, the game would be over very quickly and you would wonder what was on the third and fourth CDs.

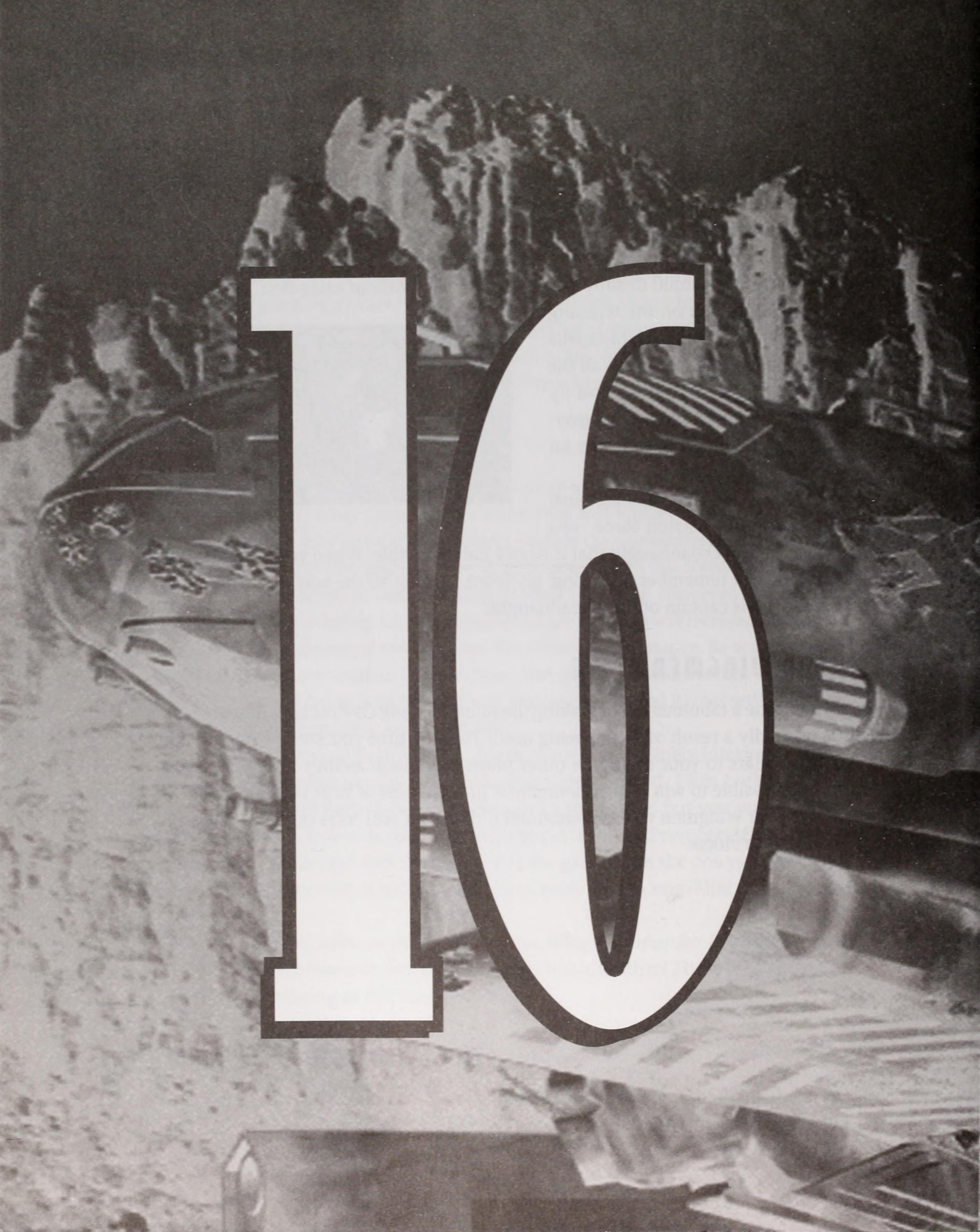
A pivotal battle occurs in the Hyperion system. You must protect a jump point to Kilrah. This is your back door to the cat's home world should Confed decide to invade. In every battle you should destroy every Kilrathi ship without exception. Destroying everything keeps you on the winning path, but leaving one capital ship spells doom for the Earth. You can say all the right things to your wingmen and fly every prior mission flawlessly, but leaving one Kilrathi ship alive triggers an invasion of Earth.



If you find yourself defending Earth from the Kilrathi invasion force, you will find a Kilrathi Dreadnaught that is nearly indestructible. When you eject you will be captured. Just remember one thing: go down fighting all the way to the end. Can you guess who is captain of this Dreadnaught?

KEEP YOUR WINGMEN ALIVE

Origin has done a fabulous job of making the pilots in *Wing Commander III* seem real. This is primarily a result of actors being used. The first time you see a wingman die, it will bring tears to your eyes. The other pilots will flinch as they hear the 21-gun salute. It is possible to win *Wing Commander III* with most of your wingmen alive. If you allow your wingmen to die prematurely, then you will miss out on wonderful scenes from the *movie*.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Fury³

Microsoft's *Fury³* is certainly an arcade game; there's no deep plot, no careful strategy to pursue, and tactics aren't too complex. As a result, many people will dismiss it as "just another arcade game" and never give it a try. That's really an oversight; with the right settings and attitude it can be a blast! You need quick reflexes, straight shooting, and the will to triumph. A few cheat codes won't hurt either!

THE HOTTER THE BETTER!

Fury³ has four levels of difficulty: Easy, Normal, Hard, and Furious. Starting out on Normal proved boring. The good guy (you) tries to annihilate the bad guys (the Bions). Not much was happening—it was too easy and attention soon wandered. As the game booklet says, "For a more aggressive enemy with greater firepower, choose a harder level of play." Jumping up to Furious brought this game into its own. The action is constant; targets abound and they are definitely aggressive. You might begin with Hard to get familiar with the controls and weapons, but then go to Furious quickly.

There are three display modes: Full Screen, Panoramic, and Satellite map. Satellite (press Tab) is useful for a break in the action to catch your breath while glancing over the situation. Panoramic, (press [or] to switch between Full and Panoramic) cuts a little off the top and bottom of the view and supposedly speeds up play. It seemed to restrict view a little too much and made it harder to track the enemy. Full screen is the most useful. It did not seem to slow the game down at all. While

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Fury³*.

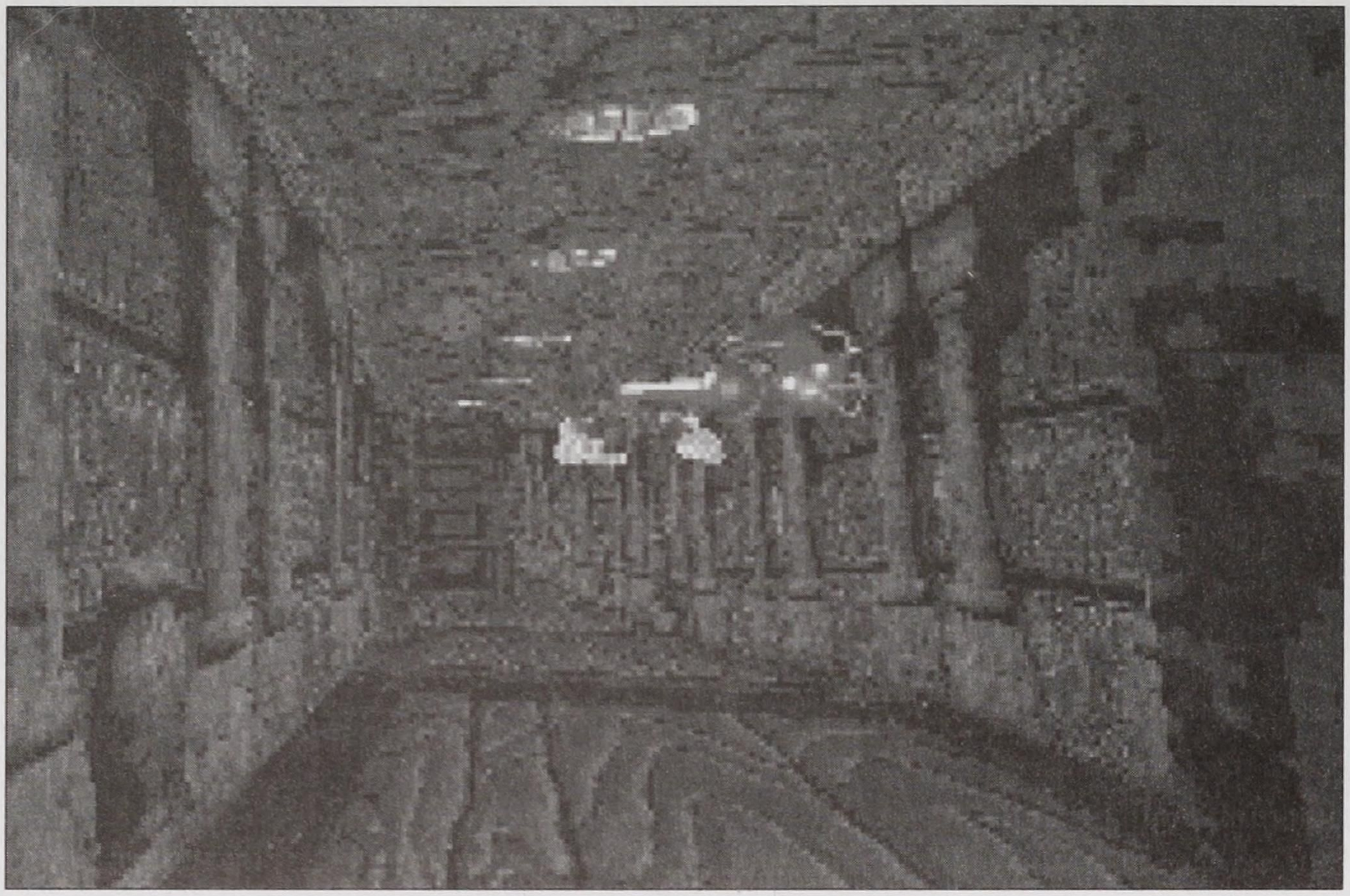
Chop throttle and blast them as they fly by!

playing you can type **FRAMEIT** and hit Enter to get a continual display of your computer's frame rate. On a 486/100 the difference in frame rate between Full and Panoramic was about 1 frame per second.

COMBAT!

Fury^3 can be played on three parallel playing fields: the surface, the sky, and in underground tunnels. Do your traveling to the next objective up above the clouds. It's much easier to see and shoot your enemies. When traveling on the surface, some of the enemies blend into the terrain and are hard to see. They use terrain masking to hide from your guns until you are in range of theirs.

Dive down into the tunnels when you need extra weapons or shield power-ups. The tunnels don't take you closer to the objective, but the supplies they provide are vital. There are Bions down there, too; keep your finger on the trigger. When you reach your objective, you'll need to be below the clouds to make the hit. Buildings are not always the target; sometimes just wiping out the local Bion troops will result in that "Target Destroyed" message.



Weapons and enemies await you in the underground tunnels of *Fury³*!

FIND WEAPONS AND POWER-UPS FAST OR DIE!

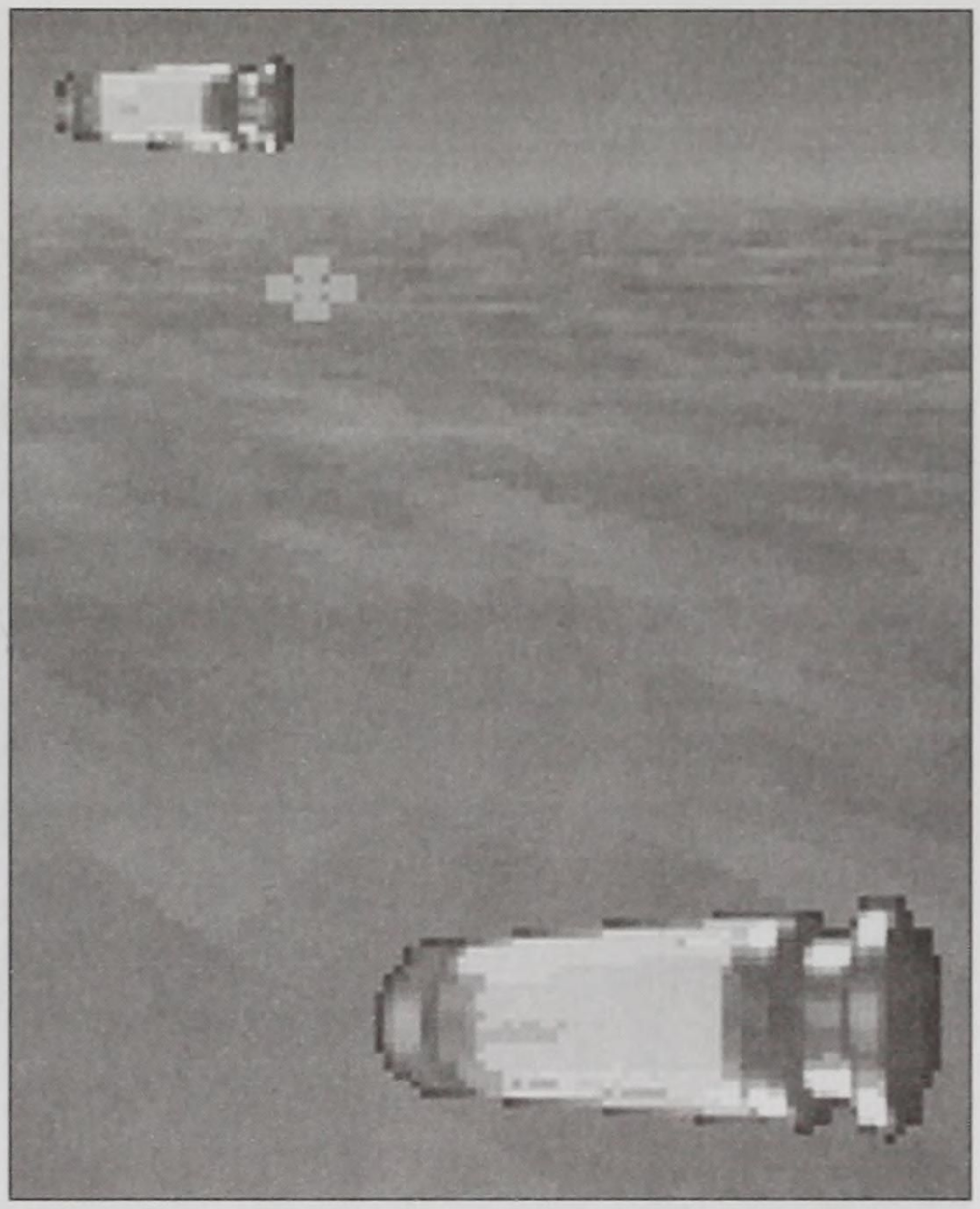
You'll start out with full shields and weak lasers. When you destroy the Bion enemies you will occasionally see energy fields appear in the debris. Fly through these yellow cylinders to strengthen shields and gain short-term invincibility, invisibility, or turbo thrust. When you are invincible or invisible, hit the tough targets in view as fast as you can. It only lasts for 30 seconds.

Turbo thrust is very useful in outrunning Bions; few Bion ships can keep up. Pick up all you see because you can carry a lot. You can never kill all the Bions; common sense says you "got to know when to hold 'em, know when to fold 'em." Running is an acceptable, wise tactic in this game. Punch turbo when hordes of Bions are chasing you to the next target.

Watch for small bunkers that look like half of a gray egg sticking out of the ground, and blast them. A blue object will appear above the debris. If you've destroyed a Bion weapons cache, flying through the object will add to your arsenal. There are many weapons stored in the tunnels that appear as yellow dashes on your radar screen. Dive down and enter at slow speed; don't hit the walls or you'll damage your shields.

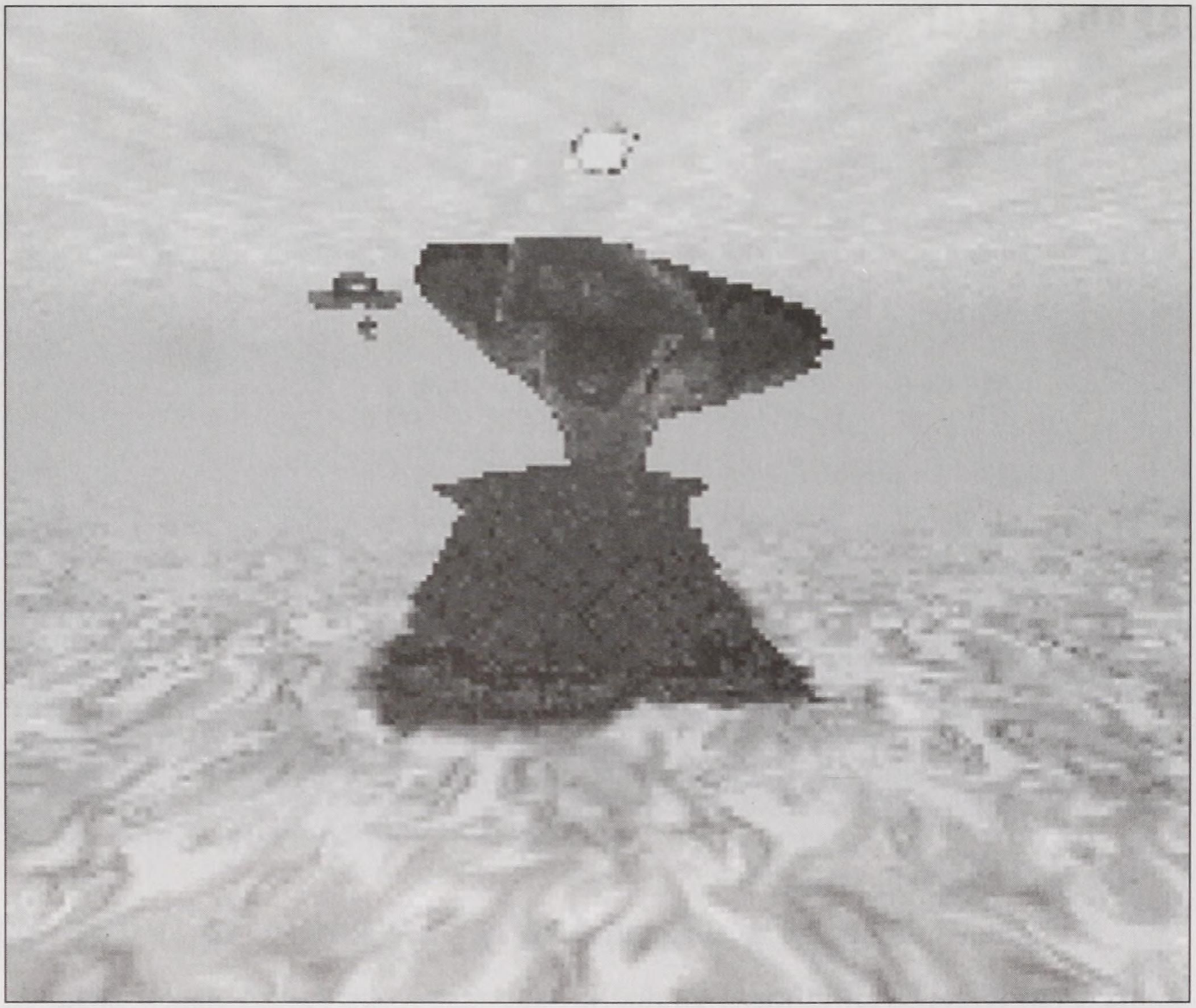
WEAPONS CACHE

Here's a general run down on the weapons available to you in *Fury*[3]:



Weapons and enemies await you in the underground tunnels of *Fury*[3]!

- Your initial weapon, the Servo Kinetic Laser, is not too strong.
- A Dispersion Cannon is a spray weapon slightly stronger than SKLs, and most useful for strafing massed Bions.
- The Rapid Fire Laser 20 is a powerful weapon, one of the best. Keep this one locked and loaded most of the time!
- The Dead-On Missile is unguided and packs a fair punch, but aim carefully.
- The Viper is an infrared guided missile that locks on the closest Bion and turns him into a collection of spare parts. It has excellent power, it's easy to hit targets with, and make sure you have plenty of these near the end of each mission when you meet the Guardian. These Boss enemies take some killing, and the Viper is the best stand-off weapon in the locker.
- The Bion Fury Missile is very powerful, and is a *fire-and-forget* type. Save them for the tougher targets because they are a little hard to find.
- The FFF Smart Bomb is devastating to normal Bions, but the Guardians shrug them off. They *do* restore your shields to full, so save the one you can carry until you're in desperate need of shield replenishment; then cut it loose!



The cobra-like Guardian of Sebek—Vipers will take him out quickly.

TACTICS

Arcade or not, there are a few techniques that will help you stay in the game. The flying Bions seem especially susceptible to the *chop throttle* gambit. When they get behind you (and some always do), chop the throttle to idle and they'll blow by just like Maverick made them do in *Top Gun*. When they go by, add about half throttle and blaze away; you never run out of lasers. The ground-pounding Bions are not great shots; take them on in high speed passes and jink every now and then. It may take a few passes, but as long as they don't hit you, it doesn't matter.

The DC14 is good for groups of ground targets; select it and blaze away. In the tunnels, select your strongest laser and hold the trigger down. You can't hurt the weapons caches, and you'll wipe out the tunnel guards before they get a shot off. The Guardians

at the end of some tunnels are a different story; use the Viper on them and lose your FFF when your shields get low.

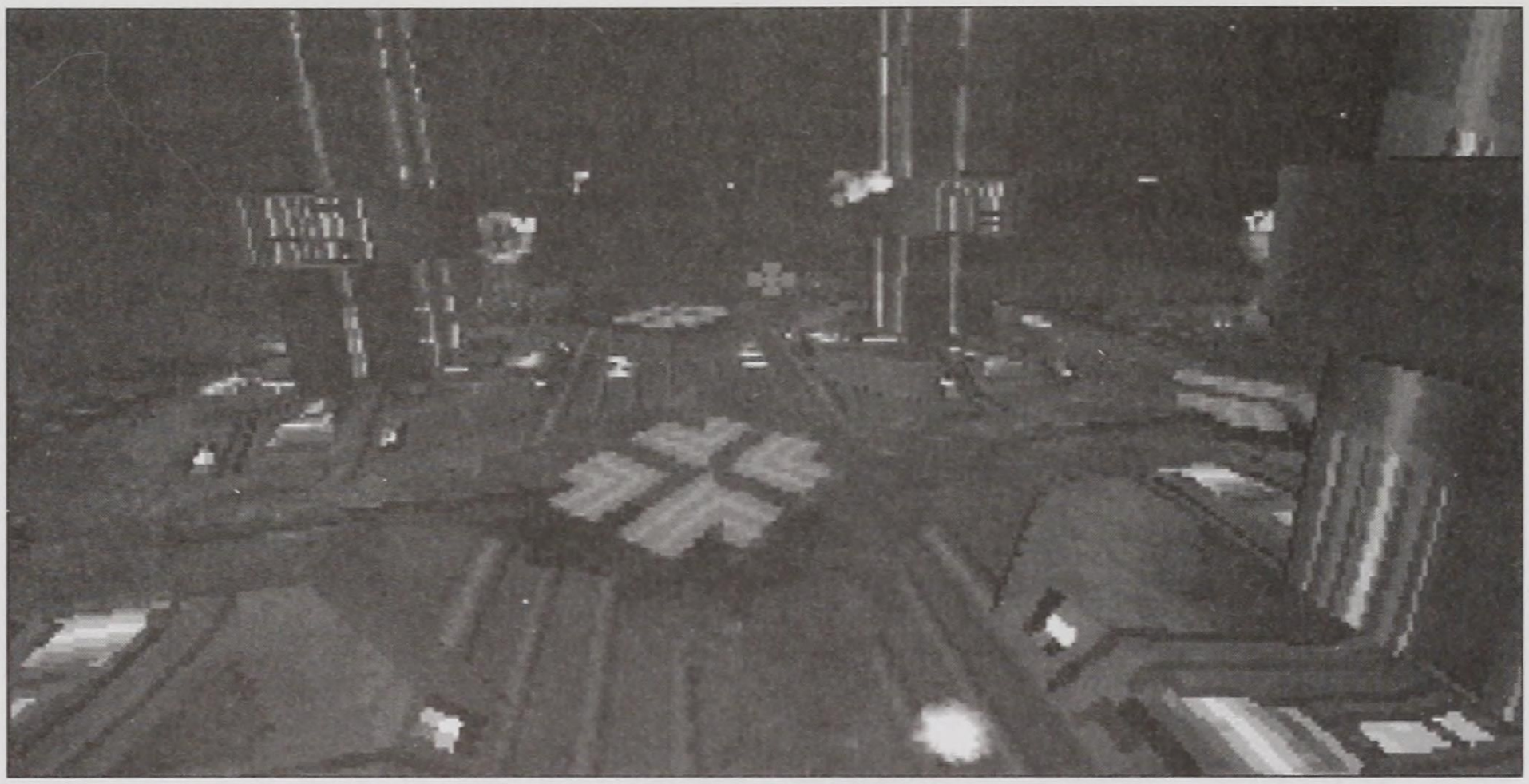
WHEN ALL ELSE FAILS, CHEAT

At the Furious level, this game is difficult. There are lots of Bions; they shoot pretty well, and they get more powerful on every level. What's a Terran Councilor to do? Cheat, of course! Microsoft thoughtfully placed a few secret codes in the program. Probably because they couldn't beat it, either!

If things are lookin' grim and you don't think you'll ever get to the next level, type **JUMPNIT** and hit Enter. You'll be transported to the next level on the present planet. Of course, the situation here will be worse than the one you just left; more and stronger Bions!

When you get eyestrain and are frustrated from trying to pick out the Bions from the surface of the dark, red planet of Ares, you may want to leave the planet altogether. Just type in **WORMIT#** (where # is the number of the planet you wish to visit). You'll enter a wormhole and jump to the planet you picked.

Get in close before you shoot the Final Guardian, and keep dodging because this guy takes a lot of killing!



Ares, the red planet, makes it tough to see the Bions on the surface, so stay high when you can.

Are your shields taking a beating? Why, just type **TRYMEON** and become permanently invincible! Then you can slaughter Bions till the rage is dissipated. Unfortunately, unless you have the good weapons, it will take you a month to kill a Guardian with lasers even if you are invincible.

Need a bigger hammer to crush the Guardians? Well, just use the cheat code for loading all weapons. The more you use it, the more ammo you get. Just type . . . wait, that would be giving the whole game away and depriving you of the adventure and pleasure of winning fairly. How about a compromise? Just type **GIVIT--** . . . and you have to guess what the last two letters are. Put your guesses in the place of the dashes (-) and hit Enter. Sooner or later it will come to you!

FAST, FUN, AND FURIOUS!

If you're going to play *Fury³*, consider getting yourself a Sidewinder 3D Pro joystick. Installation is a snap, and this joystick has great features, some cutting-edge technology, and a super price. The stick features the normal four buttons, an eight-way hat switch, four more buttons on the base for Win95 games, a throttle, and a rudder. The stick pivots left and right around the vertical axis to provide rudder controls while maintaining normal feel in both pitch and roll. It uses new digital optical technology to track stick movement and is extremely precise with reduced drift. It can be switched

between digital and analog modes, making it able to emulate either a CH Pro or Thrustmaster. The Sidewinder does not have the programmability of the newer sticks, but it is a great stick/throttle/rudder combination.

F^3 is a simple "relax and blast aliens" game. On the Furious level, you may find it addicting! Enjoy!

17

Magic Carpet

Magic Carpet is a very odd game to get into; odd because it's like nothing you've played before, and, simultaneously, once you've played it awhile, it becomes more like a whole host of games you've played before. While the main thrust of the presentation is a 3D flying carpet simulation, the actual strategies used for success in the game begin to bring back fond memories of *Populous*. That's right! In fact, in many ways *Magic Carpet* could be considered the kind of game a *Populous* would be if you could fly around it in first-person perspective. This is kind of like that *Sim City* meets *Flight Simulator* type of game that some people kicked around as a nice idea awhile back. It's here now, folks.

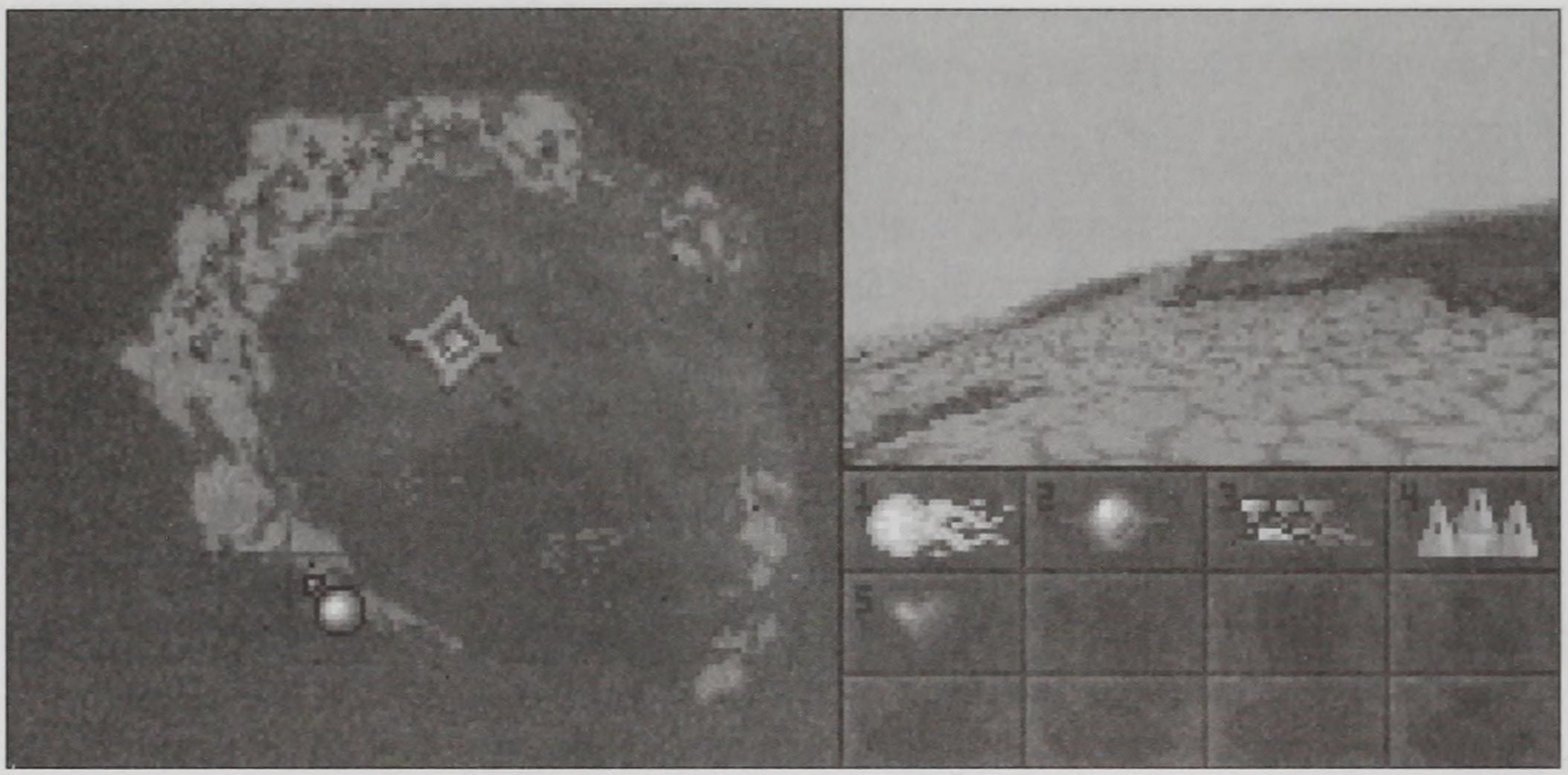
HERE'S THE RUG

First off, what's going on? You're on your carpet, and you have *nothing* to begin with . . . well, almost nothing—no fireballs, no possess spells, no castle-building abilities, and so on. You need to find these upon starting out by collecting the little red jugs. This should be obvious after a bit.

The jugs give you starting spell abilities, which you can use to destroy creatures and collect mana with. The jugs are easily apparent in

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Magic Carpet*.



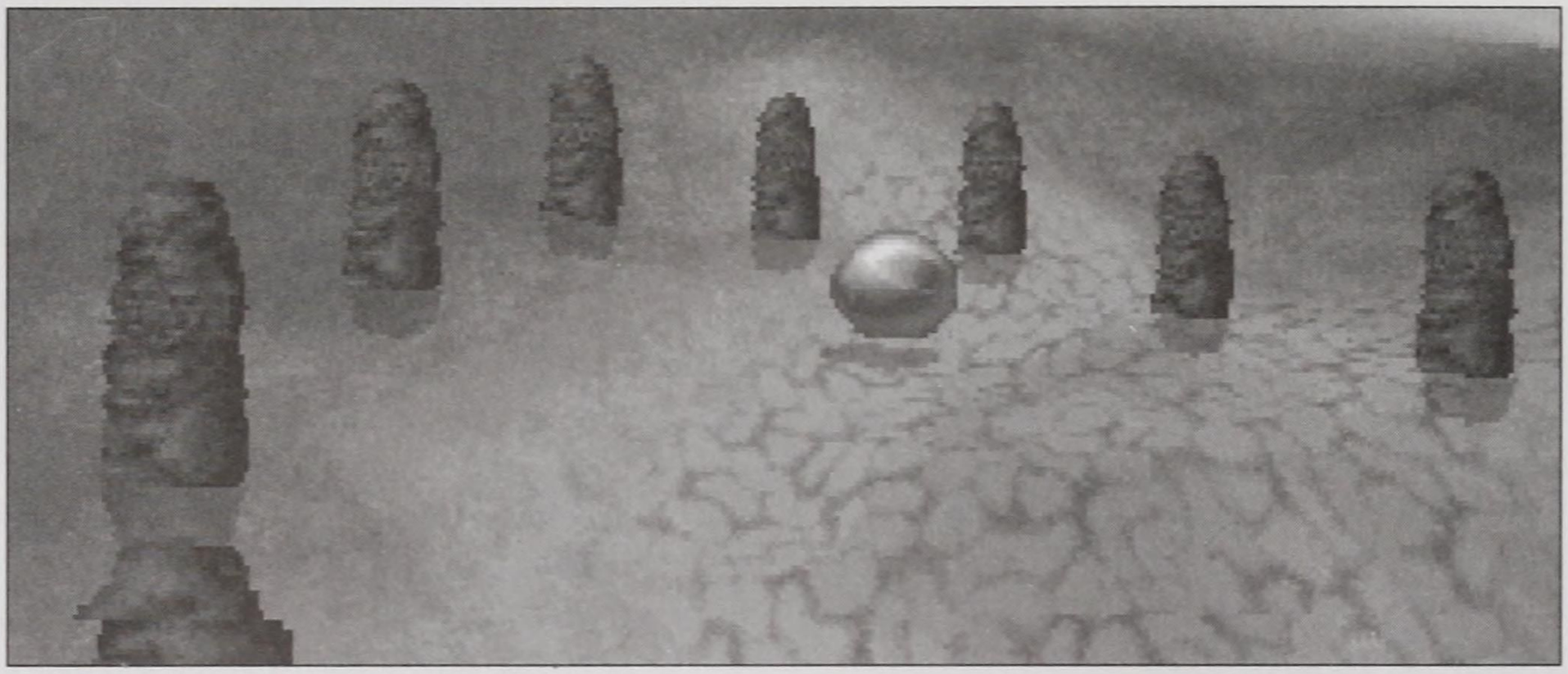
Magic Carpet is a *Sim City* meets *Flight Simulator* type of game.

the early tutorial levels, but later on you have to *unlock* them from various magic rings, circles, pools, and swamps, and in the process you'll have to combat legions of opponents protecting them. Spells look like they're just for the taking early on, but once you've established your basic repertoire (at level eleven or so), watch out! Getting the higher spells can be tough—it's almost not worth it in some instances.

With the initial spells under your belt, you'll be able to burn up monsters in nothing flat with the fireball spell. When a creature finally goes up in smoke, it breaks into a bunch of gold balls which, if on a slope, will start rolling down toward the nearest crevice or, barring any of those, the water surrounding the land mass. Firing the possess spell at the balls turns them white (or rather, a bluish-white), which is fine, but then they'll just sit there.

They'll sit there until you've built a castle. So find some good ground (in the first ten levels you're basically in tutorial mode, so most of this will be easy going), hit Return (or press both mouse buttons simultaneously), click on the castle spell icon with whichever mouse button you'll want to use to fire it, and then throw that little brown rocklet to start your castle up. Later you'll be able to throw a few at a time, starting up a nice, solid castle with some archers ready to defend it.

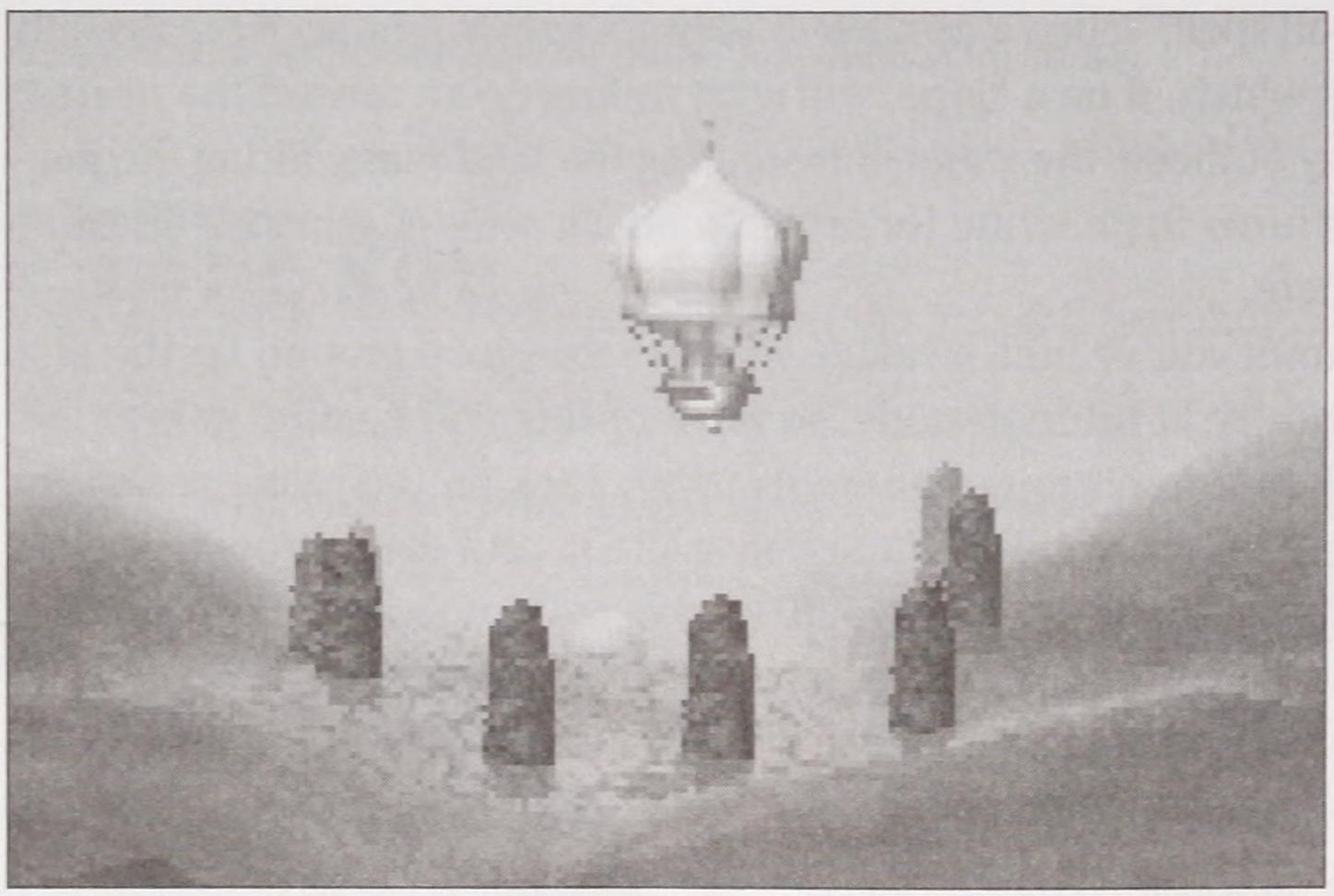
While this may all sound obvious to most, it builds the basis for some of the most interesting strategies later on. Notice how, once you've built your castle, your available mana goes down, for instance. Wait a bit and, if you're not under attack (and your castle is safe), a balloon will float out of the castle and over to those bluish-white mana



A little free mana in a magic circle.

balls you created earlier. (In the tutorial levels there's also usually a bit of free gold mana lying around for initial consumption; always hit Return at the start of a level to look at the spells available and to get an overview of the islands and situation.)

Once the balloon has transported the mana back to the castle, your general mana and energy levels will be increased substantially. As mana accumulates, your ability to expand your castle will improve as well.

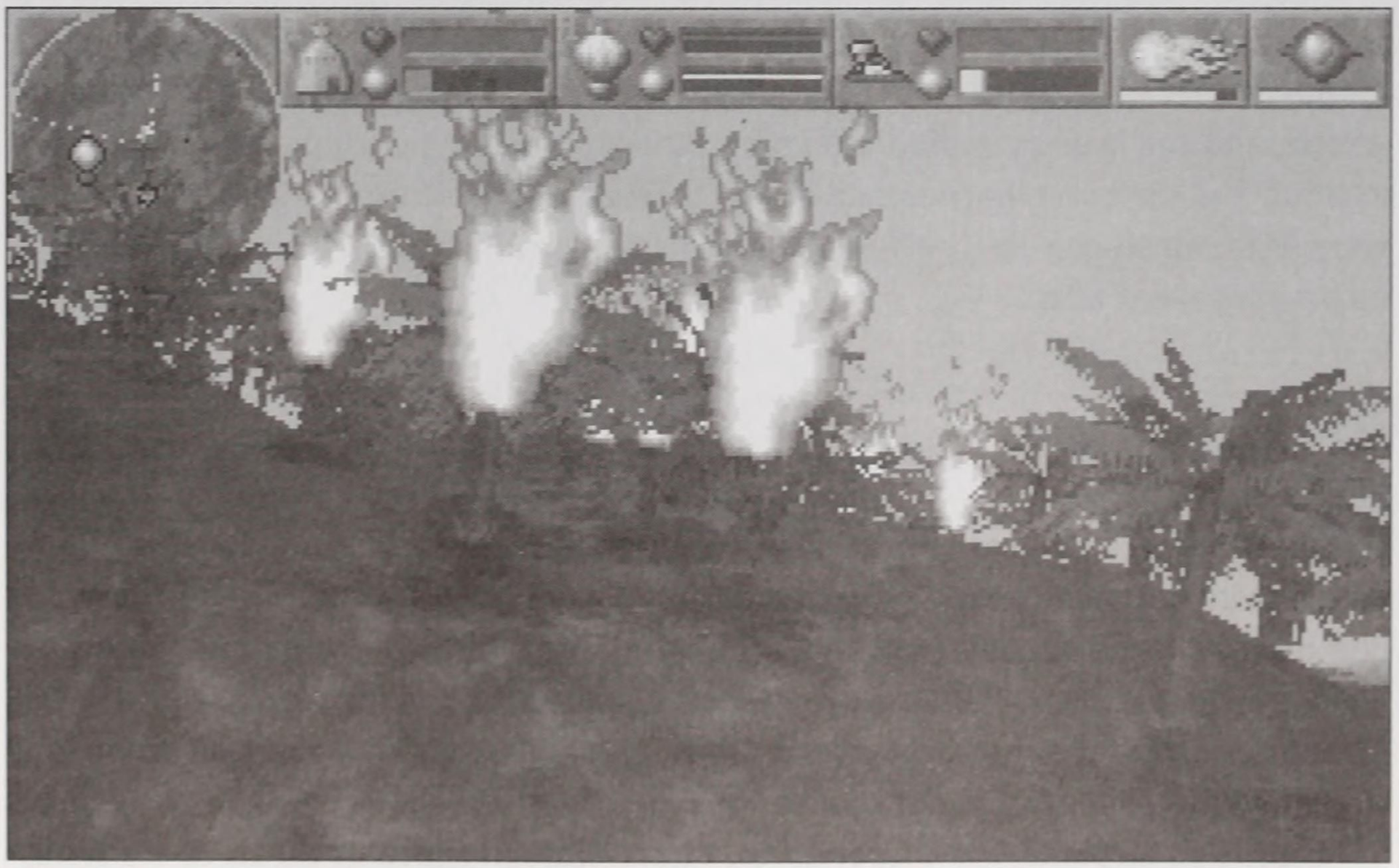


Watch for the balloon to transport the mana to the castle and increase your energy levels.

OFFENSIVE LAND DEVELOPMENT

All of the previous castle-related activities can be put to use for offensive purposes as you get more acquainted with *Magic Carpet*. That's right: try starting a level where a swarm of nasties are precipitated upon you by your flying over a magic circle (the one with the blinking black dots on the full map screen accessed with Return), then hit Shift+R to restart the level, and this time, when you get to the swarm, after unleashing them quickly hit a Make Castle spell right on the spot where they've conjugated. Kaboom! They've all been turned to mana instantly, you possess them like crazy, and then your balloon will be right there to pick them up, creating an instant mana store for you. This also gives you a general increase in all your spell abilities, including the ability to enlarge your castle). Thanks to Bullfrog for this little tip.

Extrapolate on that idea and consider how else you can use terrain effects to offensive or defensive advantage. Building castles is the equivalent of the *raise land* option in *Populous*; and creating crevasses with your fireball spell power during battles is like the *lower land* option in same. You can manage this intentionally, by the way, thus guiding any ground-based opponents into an area in the terrain where you can fire away at their concentrated presence with ease.



Kaboom!

You may have to fire away plenty at a piece of ground before it is enough to lower it to water level. Try it and see. Later spells improve upon the raise/lower options you begin with when using your castle-building and fireball-casting abilities at the start. The principles are progressive. What a little castle can do now, a huge, spewing volcano will do oh so much better once you have the volcano spell.

CARPET BEATING

The other basic essential at the start of the game is learning how to fly that carpet with ease and agility. Once again, almost like some of the tank sims out there, but with much greater speed and fluidity, the goal here is not to keep moving in a forward direction but to manage your flight so that you can maintain a good aiming distance on any monsters (or wizards) that show up. Upon encountering a monster, try firing while backing away from it. Early on this also works quite well for the swarms of flying beasties you often run into—the bees tend to make a beeline for you while the birds tend to flock around you, appropriately enough.

Try using the keyboard arrow keys in various combinations to get something other than forward, backward, and sideslip control. Depending on the monster (or wizard), you may just have a continuous fight with one (or a group) or you may have to break off to recuperate and then hunt the opponent down again. Upon losing contact he, or it, may maneuver around you quickly. In the case of wizards, investigate your *radar* screen, and see if you can find a bunch of mana turning your opponent's color; the location and direction that color change is taking place is a clue to where the wizard's gone. With any luck you'll be able to trace his path via his spell casting, which shows up on your radar as well.

MANEUVERS

There are a number of basic flight maneuvers that are appropriate here. As with any air combat sim, you have to lead targets in a turning fight (these are most common with wizard opponents); you have to break off if you can't get a good spell-firing solution quickly. More enemies will vector into your location while you're in an endless turning fight and start picking on you if you stay more or less in one place during the fight; later on in the game you have to use stealth and invisibility to sneak up on and strafe enemy castles from your carpet.

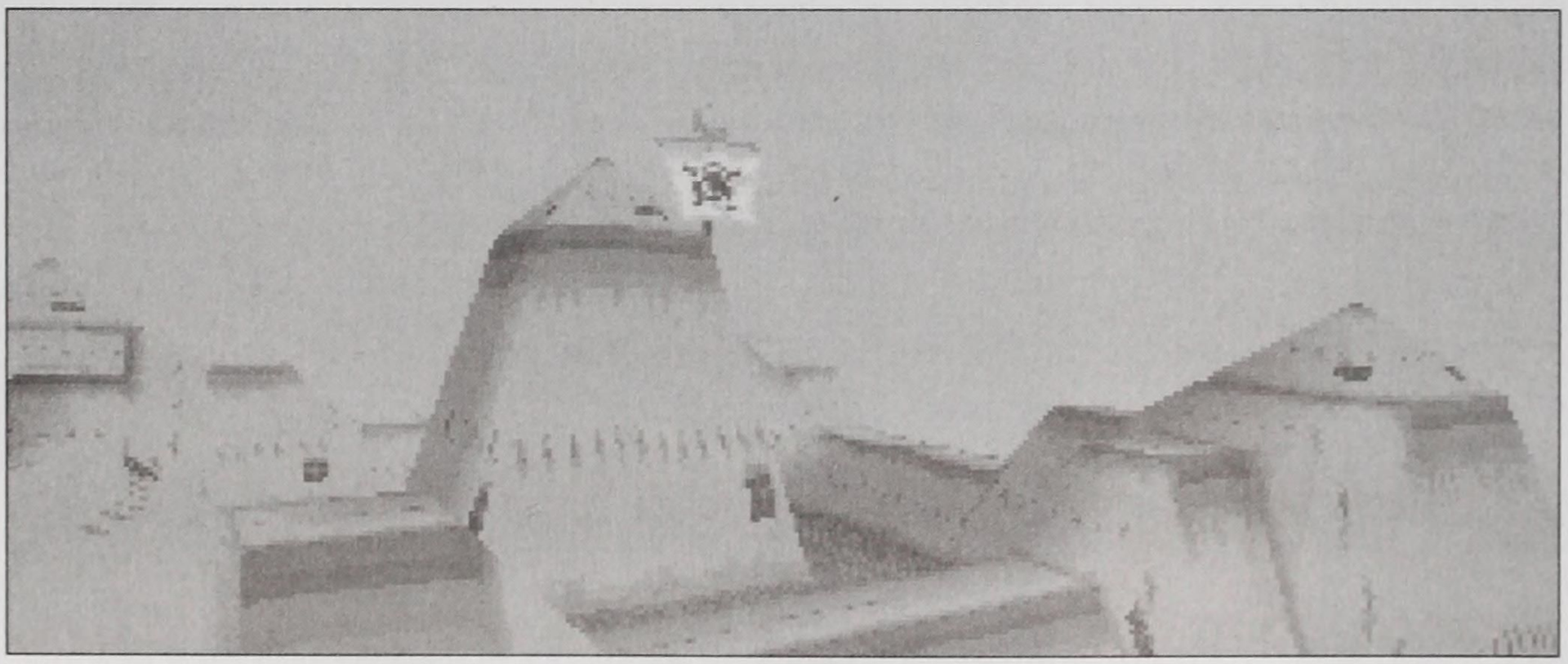
Unlike an airplane, the carpet doesn't have enough speed or thrust to work any kind of energy model, so gaining altitude won't increase airspeed and flying close to

the ground won't be the equivalent to going low and slow in air combat. There is no need then to worry about that aspect of flight simulation here.

However, altitude can well be important depending on how your opponents are attacking; one maneuver, for instance, is to stay very low and fly backward while firing at an approaching monster—this way your back and below are covered and you can tilt the front of the carpet up to control your aim. Be aware that it often seems as if using this maneuver on swarms makes them wise to it and they break up, making the maneuver less effective down the line. The game *does* reputedly learn in response to player tactics, so there's always a chance this won't seem like just a hallucination.

KEYBOARD TACTICS

Finally, a simple but important activity to get under control: learn to anticipate which combinations of spells you'll need during your flying and fighting, and set them up beforehand. For instance, you can fireball and heal almost simultaneously by alternating beating on the right and left mouse buttons. Microsoft and other mouse manufacturers will be *so* happy.



Why don't you come with me—on a magic carpet ride?

1986

Renegade

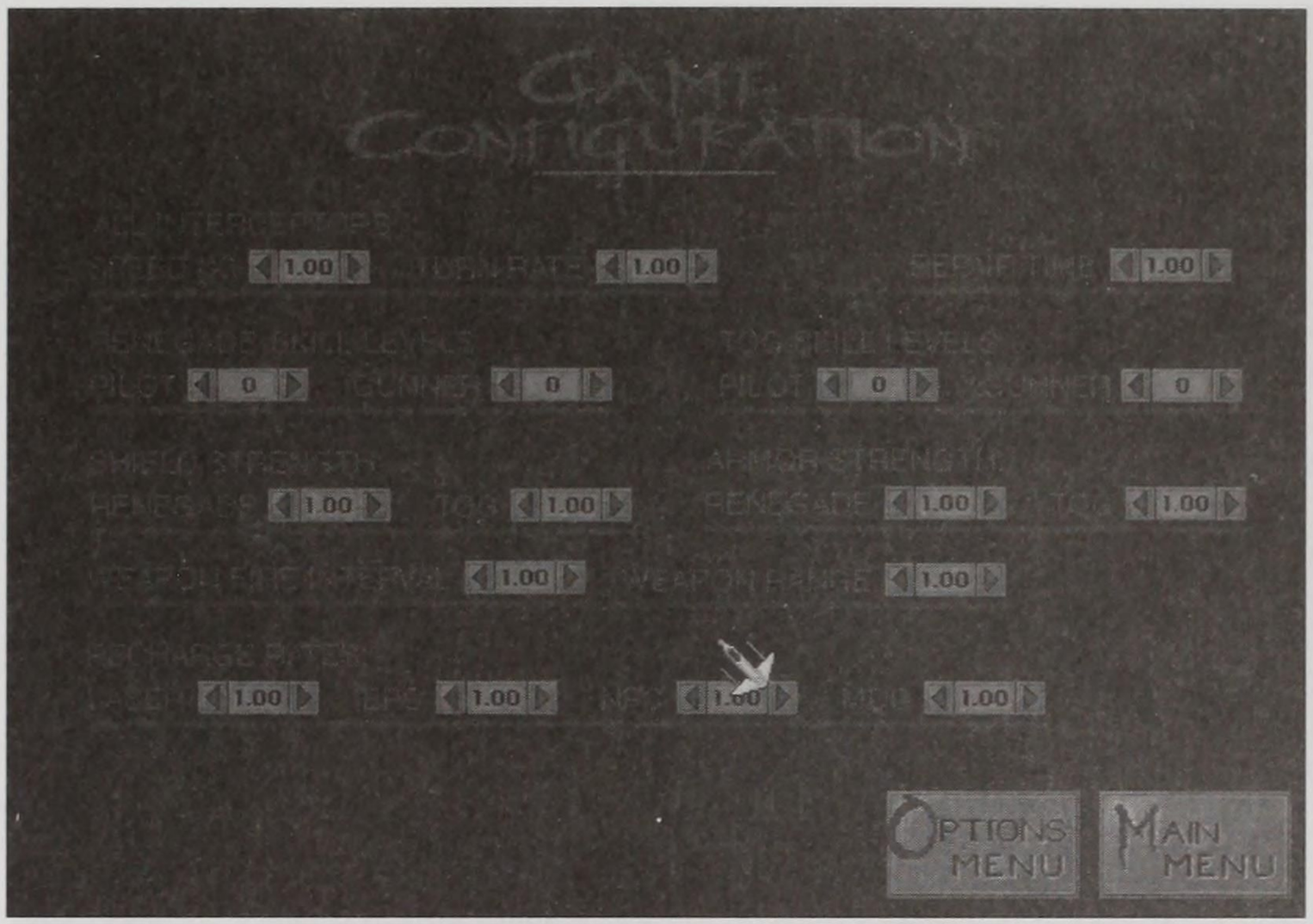
You probably know it by now—life begins as a lowly trainee at a *Renegade* outpost, but promotions are quick and abrupt; casualties are frequent and even the most veteran Mother out there can't win every encounter.

So there it is—Mother is dead, or lost on some planet awaiting rescue, still present in the abstract as a voice accompanying you on your missions to defend your sector against TOG incursion. What you learned in those few brief moments of apprenticeship seems barely enough. Ain't it a bitch bein' a Mitch.

FROM HOLOSPACE TO REAL SPACE

Training is critical before and between missions. Use the built-in simulator to check out the strengths and weaknesses of your various crafts. Fast and light is good for recon, slow and heavy for more sustained encounters, though remember, the TOG outnumber you significantly, so staying locked in battle in one place for too long is almost always a bad idea. Get in, get the mission done, and get out fast.

Don't limit yourself in your thinking when selecting crew members and their accompanying vessels (remember this is a *Renegade* group; as leader you don't get to choose your companions' craft, that's *their* initiative—you just get to choose who comes along for the ride). Just because you have a fast recon mission doesn't mean that bringing a slow-and-heavy along for extra protection is a mistake; concomitantly, staying in formation during an attack isn't necessarily important as long as you and your wingman coordinate with each other and you've provided other pairings of vessels and skills for your teammates to succeed with.



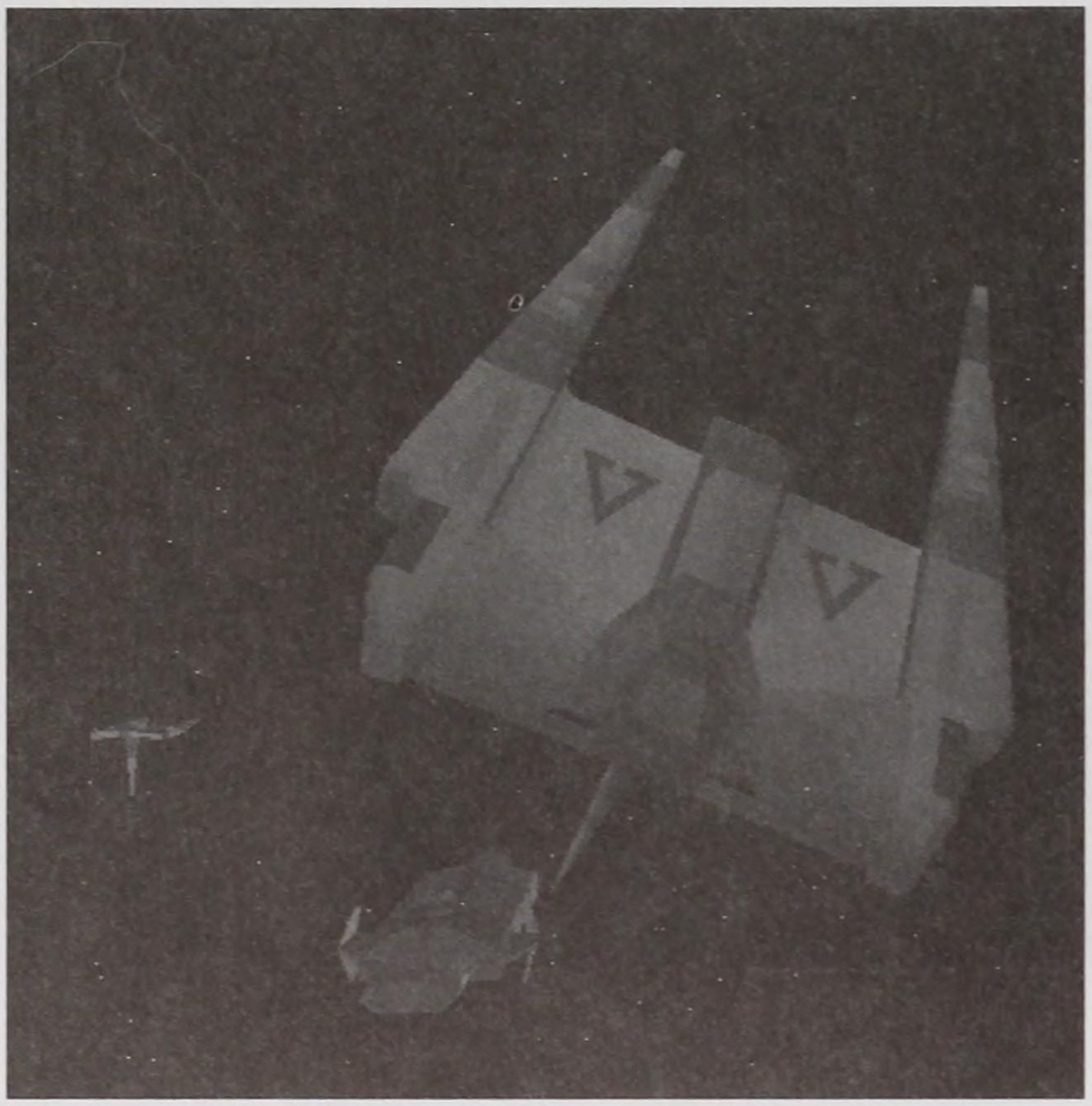
Choose your options wisely.

What you *do* with a mix of vessel types is the key issue; say you have a Petal, two Avengers, and two Cheetahs. Clearly, your Petal is your battleship and your Cheetahs are your destroyers. Protect the battleship with the Avengers and use the Cheetahs for advance intercept or recon. You can move in quickly with the Cheetahs, accomplish the mission goals, and then pull out and back into defensive formation with your heavier/slower units before the TOG get their act together to figure out what you're up to.

The above won't always be possible, of course; sometimes you just have to go with a bunch of light, fast ships to keep from being delayed when flying between waypoints.

By the way, this is usually true for any design with an autopilot option. If you're using any kind of time compression, try to get back to 1:1 time *prior* to intercepting your waypoint; this gives the system and the AI time to *settle* and *you* time to anticipate what might appear just beyond the waypoint.

In this case, it's usually important to keep the whole group together. The AI in *Renegade* can get pretty aggressive for your teammates, and often enough so that a single light craft will head out after another ship while you're preoccupied, then start calling for help *just* when you were about to fire that last shot to blow up an attacking Lancea. Keep an eye on everyone on your side as much as possible, and go to any ship's aid that's stuck in a firefight all alone (consider this advice for yourself as well, hot-shot).



It's important to keep your team together.

SAVE THE BEST FOR THE LAST

Which leads to perhaps the most important introductory tactical point to be made for *Renegade*: don't feel you have to destroy one opponent completely before targeting the next. The designers have thought this one through carefully, and while in some other fantasy combat sims the opponents will either regenerate after a short period of time or reappear undamaged altogether (!), in this sim a number of different damage aspects need to be considered during combat.

First of course is the opponent's electromagnetic shielding (as opposed to his or her physical armor). Remember that you're not going to do any damage to the actual craft until you break through the outer shield. Knowing exactly how you're doing along these lines is thus absolutely crucial. So use your MFD control to bring up your target on display to track the progress of the damage being done.

When an opponent has started to take hits on actual armor (the inner ring of shield representation on the MFD turns red), you're damaging the craft itself, including its engines and its weapons. See if you can assess whether you've done enough damage to keep the opponent from either returning a successful attack or running away (in a

Target your opponents quickly.

number of scenarios one of your goals is to prevent any recon of your strength, so allowing TOG ships to escape from an encounter is a big mistake). If so, leave that target behind and then target each of your remaining opponents quickly, to determine which remaining TOG ships are still at full strength.

Using your knowledge of the strengths and weaknesses of TOG vessels, target the opponent likely to be most dangerous in the battle next, and go after him or her, especially if they're attacking another ship. Check out the 3D real-time map to see whether you're being teamed up on—if so, head for that situation immediately (ideally bringing your wingman along), as most of your ships won't take a double pounding for very long. The heavier ships, on the other hand, can usually hold their own, depending on the strength of the attackers.

A FEW MINOR POINTERS

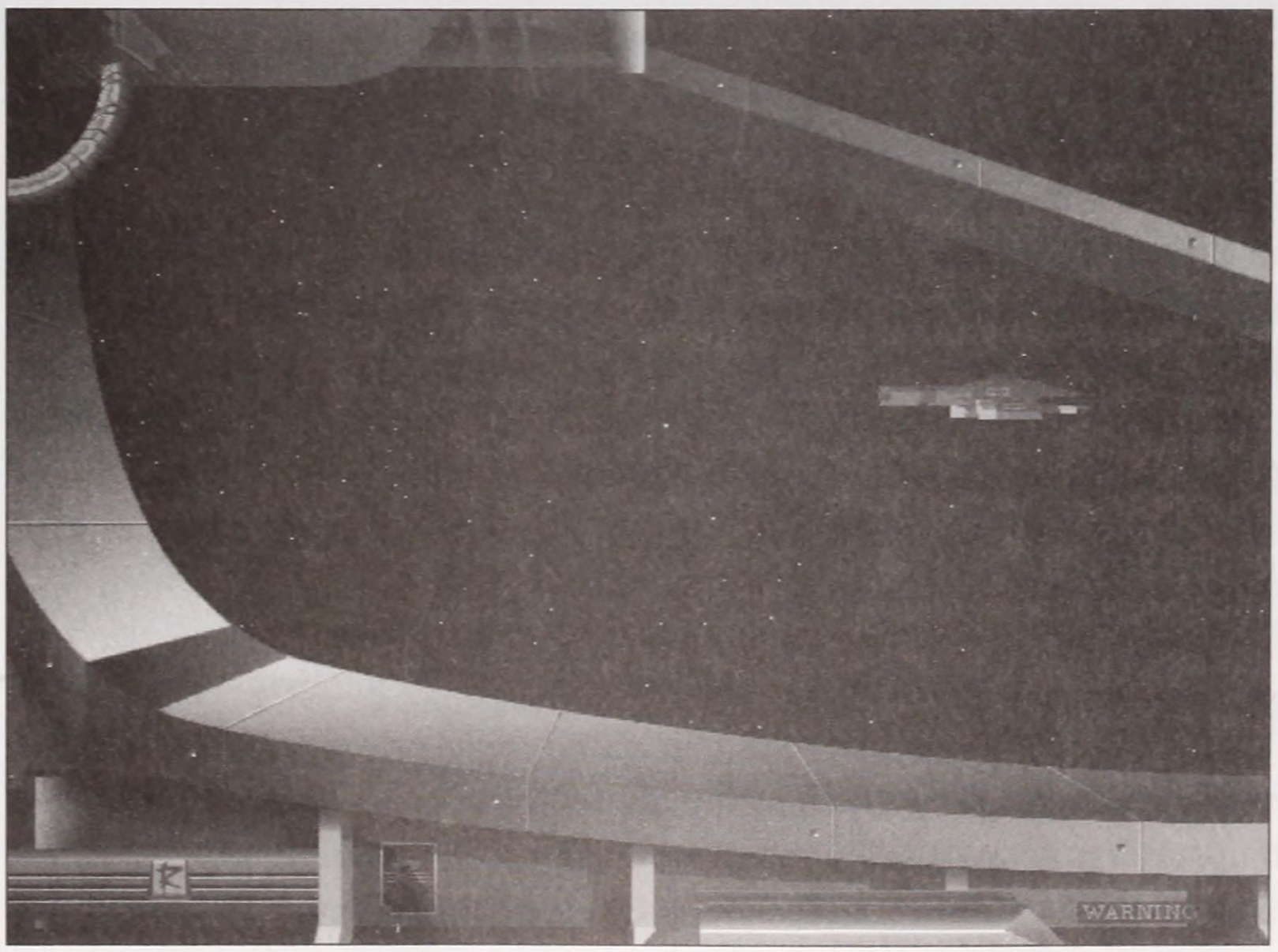
As you accelerate, be careful not to go into the red for very long (again, this changes from ship to ship; only practice will give you a good sense of how long you can turbocharge your ship's engine before doing damage). Use super-acceleration mainly to get

out of emergency situations, or to head quickly to the rescue, or to catch up with a TOG ship that's in danger of escaping and reporting back to TOG HQ.

Missiles should almost always be conserved for very important purposes, as you usually only carry one. You may feel you *need* to use a missile to get out of a situation with enough hardware left to make it through the rest of your waypoints; however, *missile now* means *defenseless later,* and for the most part the tougher waves of opponents show up in the latter waypoints of a particular mission.

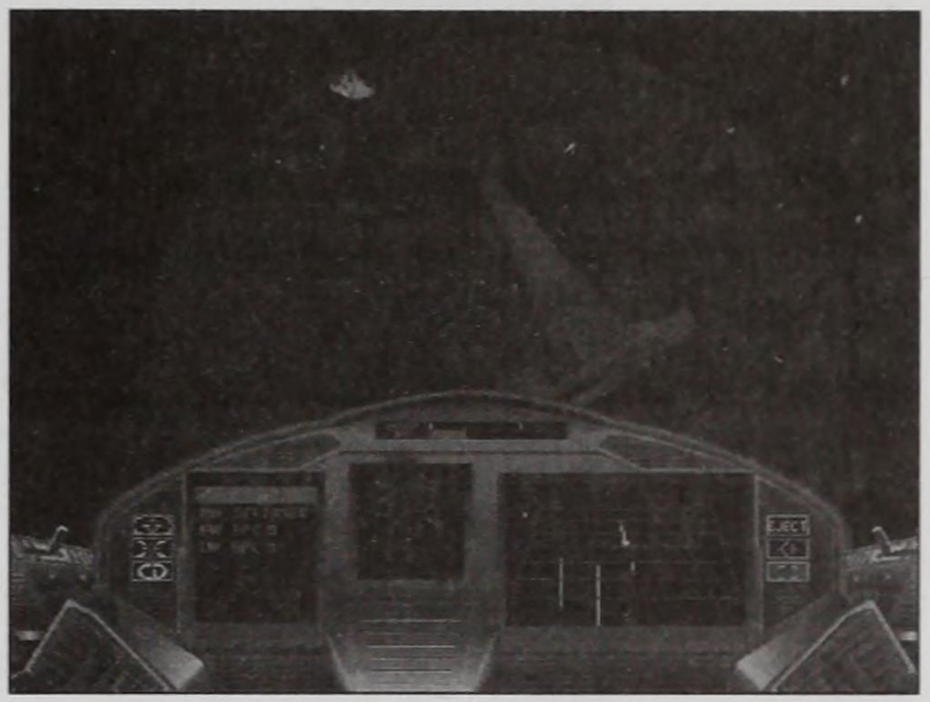
After you've dealt with all the challenges at a particular waypoint, don't be a Spot and go panting after the next waypoint, oblivious to the rest of your team. Especially if you have any heavies along for the ride, take a few seconds to wait for the group to form up before proceeding; otherwise, you risk being left out to dry in a very stiff breeze.

Pay close attention to the Situation Reports that evolve over the course of a campaign; they'll not only give you a sense of what your next mission's likely to be (not everything that happens in a mission will be indicated in the assignment), but they will also give you a longer-range view of the progress of the campaign, so you can think about whether you need to husband your resources for future purposes or use six-ship squadrons to obliterate the field.



Take a moment to regroup after an attack.

Who you select as your in-game representative has an effect on which teammates you'll be working with, and on what sequence of missions and challenges you'll run into. Study the strengths and weaknesses of all the included pilots prior to initiating a campaign so you'll be at least somewhat informed in your choices.



Similarly, pay attention to fatigue and experience as you go from mission to mission—it all counts, and significantly, as the campaign progresses. Don't waste your best pilot's energy on easy missions, and don't take another Mitch out on a war-critical mission unless absolutely necessary. Train your Mitches early on so they'll have experience later on. Use the role-playing elements in *Renegade*; they're there for a reason, and they make the game that much more exciting and involving to play.

TACTICS

What will work in most flight sims will work in this game. The beauty of *Renegade* is the interface; it's clean and easy to control and much simpler than what's present in more realistic designs, without losing the latter's interesting complexity.

When multiple targets confront you, pick one and stay with it until it explodes. Go after the bigger, most dangerous target first. If those quick little boogers get behind you and stay there, break off from the big boy and concentrate on a little one. Your wingman's job is to protect you, so don't go sending him off on other missions.

Make sure you use your speed controls. If you are closing on an enemy ship at high speed and he flashes past you, kill your speed. You'll be able to turn inside him and pummel him from behind (*"Goose, I'm going to hit the brakes and he'll fly right by." "You're gonna do* what?"). Obviously, the preferred spot is on the enemy's tail, but watch your back so you don't get nailed by one of your target's buddies.

WEAPON WEIGHTS

Now it's time to mount up. What you're first going to do is examine the weapons and discuss their strengths and weaknesses. If you look at the following table, you'll see each type of weapon in the game and a strength factor. The table is based on the board game's factors, so it may not be *totally* accurate, but it "feels" right. These factors in most cases diminish with range, therefore the closer you get, the more damage you'll do. Note that the NPCs' damage factors go up with range, in violation of the Inverse Square Law. If you forget what weapon you're firing in the midst of combat, it is easy to tell by their firing signature and sound.

WEAPON STRENGTHS (FROM THE BOARD GAME)

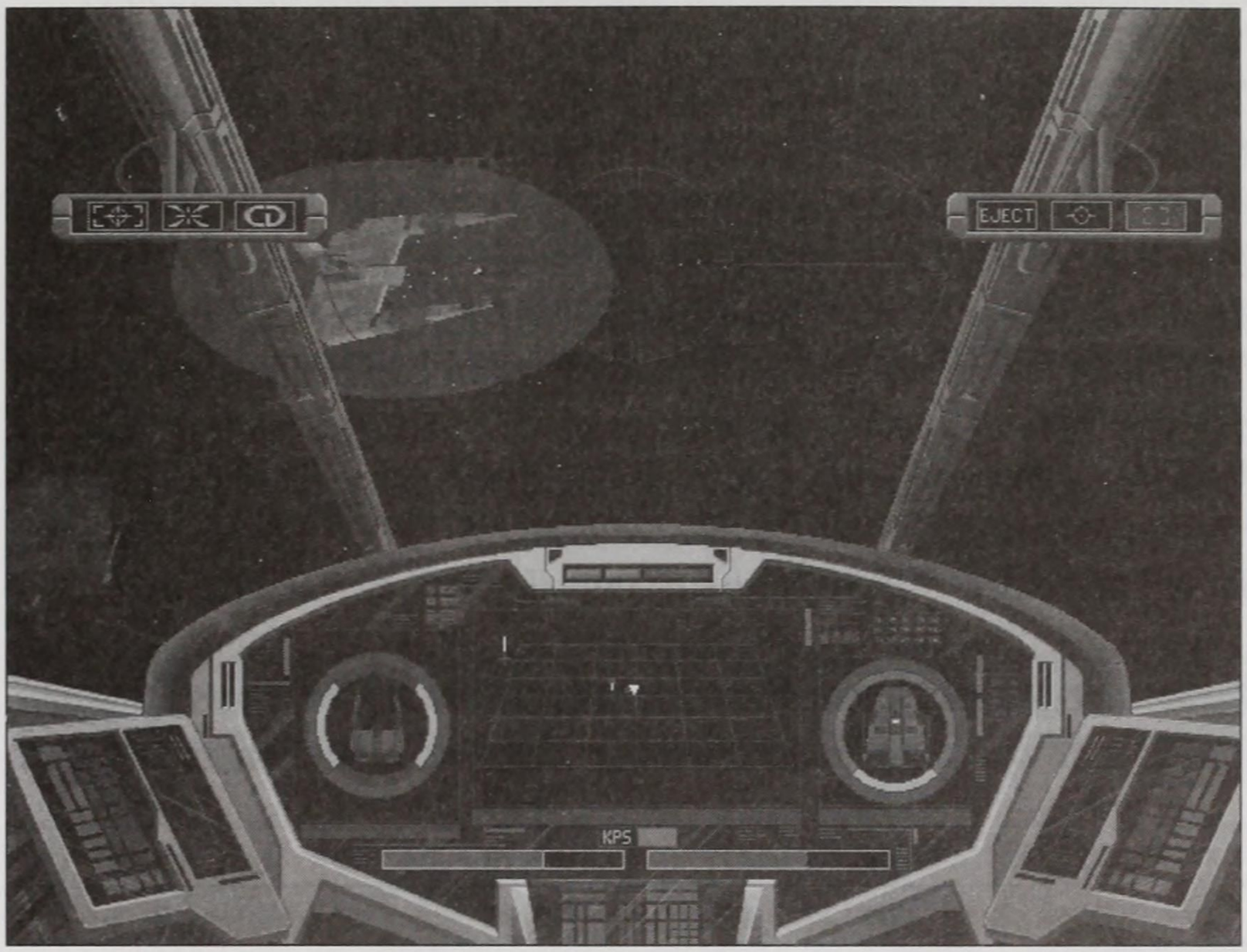
LASERS	STRENGTH	MDC	STRENGTH	EPC	STRENGTH	NPC†	STRENGTH
7.5/3	7	8	8	9	9	9	9
7.5/4	8	10	10	14	14	16	16
7.5/5	9	12	12	18	18	20	20
5/1	4					Missiles	Strength
5/2	5					RIS	25
5/4	7					SSS	20
5/5	8					TGM	15

† Damage goes up at longer range.

In order to damage the enemy, you have to defeat the shields and beat your way through the armor. When shields are down, you'll see sparks and pieces fly off the enemy ship. In the board game, the shield factor is a modifier to a *hit* roll. Unlike many shields, these flicker on and off and so the only way to get a hit is when they are off. When the enemy fires, his shields are off. If you damage a shield generator, they'll stay off for the rest of the engagement.

Lasers deliver a long, narrow column of fire to the target, capable of penetrating deeply into the armor. The MDC, NPC, and EPC blast off armor in flat or wedge-shaped hunks. The MDC has a very fast recycle rate and actually throws a projectile at the target, but is limited in range. To use this weapon, get up close and just pull the trigger as fast as you can. This way you can overwhelm the armor quickly, and thus get a kill on the biggest ships.

Missiles also blow off nice hunks of armor, but most fighters carry only one. Some may carry more—there's no real way to tell from the status display for each fighter.



Casualties are frequent in *Renegade*, so watch out!

When using missiles, get close and switch to the missile once you see you are having good hit results on armor. If you have more than one, launch them all at once because one missile by itself won't get you a kill. They are not decisive, but they're neat to watch.

Use the mass fire option (the H key) in the initial pass head on and again when you come around on an enemy's tail. For fleeting shots, just pulling the trigger allows you to keep a steady fire on the target. The weapons all recycle at different rates, so you will usually get a pair of weapons firing at one time. Just have patience as you wait for the recycle. MDCs rearm the fastest, followed by Lasers, EPCs, and finally the NPCs. The massed fire option is a great technique; I have gotten kills with as few as three bursts.

SHIP SELECTION

All the ships have weaker shields and armor on the sides. Unfortunately a flank shot is the hardest shot to make, and it is very fleeting. Therefore, you really have to get behind the guy and stay there to blast him. The / (Slash) key is helpful for this situation because it allows you to match your target's speed. Once you are close, cut your

speed to decrease your turning radius (so you can turn inside the enemy), roll, and keep him in your sights, pulling the trigger all the time.

Except for the Cheetah, the Lancea is the fastest ship in the game, but both these ships are lightly armed. If you are in one, make sure you don't get in the way of one of the big boys. If you do, stay on his tail. If you are flying one of the big, slower fighters, don't waste time trying to chase these down; either go dead and try to lure them back or let your wingman finish them off. Alternatively, go for the navigation beacon and continue the mission.

A favorite fighter is the Space Gull. The rapid fire capability of the MDCs is pretty fast, and the ship can take a fair amount of punishment. The Fluttering Petal is a good ship in Holospace. See the following table for a comparison of ship ratings.

SHIP RATINGS

SHIP	SIDE	THRUST	WEIGHT	T/W RATIO	SHIELD	ARMOR
Cheetah	RL	1500	73	20. 55	4	8
Lancea	TOG	1400	71	19. 72	8	8
Spiculum	TOG	2000	127	15. 75	4	2
Penetrator	RL	2000	139	14. 39	2	6
Avenger	RL	2400	175	13. 71	5	4
Pilum	TOG	2000	148	13. 51	35	5
Gladius	TOG	2550	210	12. 14	3	3
Vertium	TOG	1200	99	12. 12	6	7
Martiobarbulus	TOG	2200	193	11. 40	7	7
Space Gull	RL	1500	126	11. 90	8	5
Fluttering Petal	RL	2500	245	10. 20	1	1
Guardian	RL	900	106	8. 49	4	2

ON THE CAMPAIGN TRAIL

Playing with the sound on is *absolutely* essential. Without it, you'll miss important cues as to whether you have succeeded in your mission.

During reconnaissance missions make sure you take the recon pod. I don't think any of the other wingmen ever take them. You have to look around for the capital ships and maintain a sensor lock for at least 30 seconds to get credit for the mission. Look carefully in each sector for capital ships because with no recon data, you get no credit.

Pilot pick-up and capture missions are dangerous. There seems to be a lot of enemies out there. The book says to use a light fighter and the AI advises you to take a small squadron. You should ignore the AI and take a large squadron. If you detect a rescue capsule, send your squadron off to deal with enemy fighters (Shift + W) and go after it yourself. Turn off the cockpit display and line up the rescue pod (a blue cross) directly in front of you. Then fly right over it. If you are successful, it will vanish. After you pick it up, help your mates finish off the enemy. After a successful pickup, you're ordered back to base.

System Intercept and Defense, Fighter Bounce and Picket, and Fleet Strike are all essentially the same: the idea is to hunt TOGs not medals. This is your opportunity to rack up some kills.

If you lose your SPS you'd best hit the Shift+H combination because you won't see the waypoints again and the wingmen don't take over. Everything else is survivable; although, if you hear the eject tones, you'd better punch out. Failure to do so means an end to your campaign and defeat for crucible command.

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Fury³
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Shell Shock
Seek and Destroy
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Eradicator
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If you are a Windows 3.1 gamer, follow these instructions to install the easy-to-use interface that will let you browse and install the CD's contents:

1. In Program Manager, select the Run command from the File menu.
2. In the Run window, type D:\INSTALL and then press Enter. If your CD-ROM drive is not your D drive, replace D with the correct letter.
3. The Installer will create an icon in Program Manager for Interactive Entertainment's point-and-click program. This program will assist you when installing the games from the CD-ROM to your hard drive.

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